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Judgment commences on page 24...

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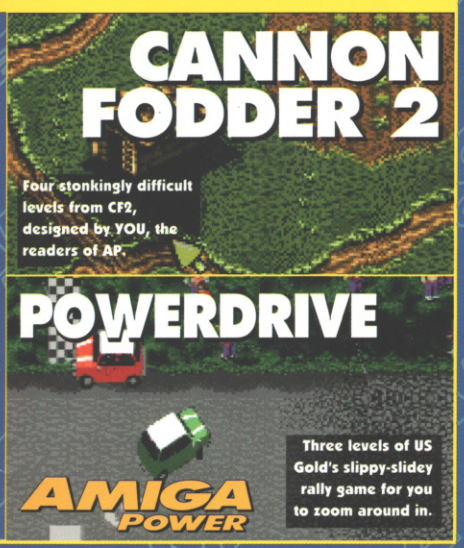

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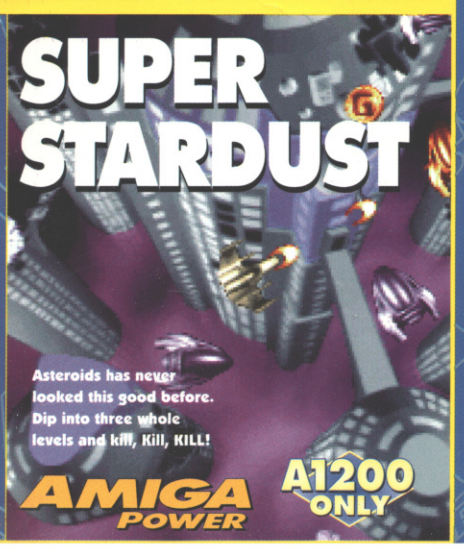

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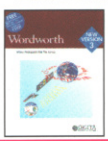

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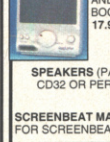

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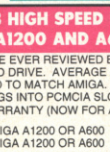

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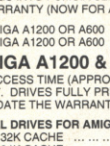

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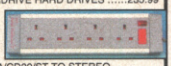

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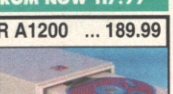

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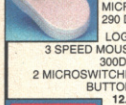

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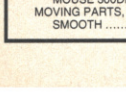

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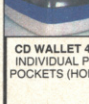

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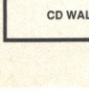

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ISSUE 45 JANUARY 1995

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Don't go to see Stargate. We mean it. It's terrible.

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REGULARS

10 NEWS Hark to the shattering report of the AMIGA POWER InfoCannon, firing important Amiga game news through YOUR living room window.

30 GAME GUIDE Watch details of every Amiga game released over the last year or so unfold before you unbelieving eyes. The Bottom Line has been moved to a more prominent position during this financially important festive period.

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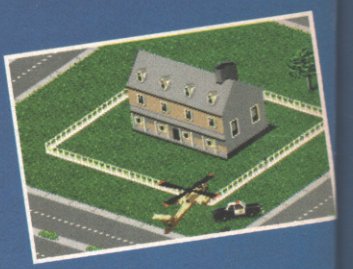
82 TIPS Feel the quality of the game-playing advice we offer you. Enjoy guides to *Sensible World of Soccer*, *Zeewolf* and the first bit of *Cannon Fodder 2*. And revel in The Last Resort.

96 BACK ISSUES Telepathically survey our back issues page, perhaps telekinetically ordering one or two. With free binders!

110 LETTERS Truly AMIGA POWER is a feast for all the senses. You could probably live entirely on it.

JUNGLE STRIKE

The sequel to the helicopter game to end all helicopter games. Page 44



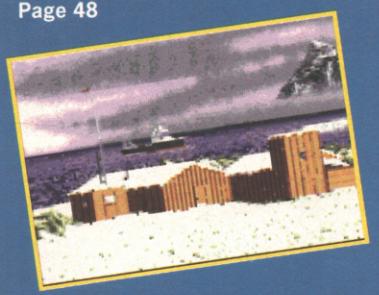
CANNON FODDER 2 TIPS

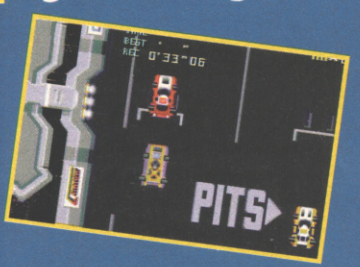
After the terrifying success of Cam's first *CF* guide... Page 84

WIN! TEAM 17 GAMES PAGE 75

SUBWAR 2050

Beneath the waves, something lurks. It is us, in our submarine. Page 48



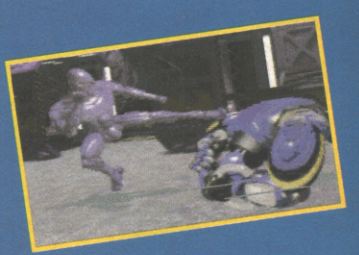


RISE OF THE ROBOTS

Cor. Wow. Stunning graphics. It's undoubtedly the best beat-'em-up on the Amiga, and well worth £43 of anyone's money. OR IS IT? Page 60

ROADKILL

This comes from the creators of *Guardian*, and is the most exciting game we have ever played. Nothing else even comes close. Not even shopping trolley racing. Page 54



JONATHAN NASH WOULD JUST LIKE TO SAY: "You're no fun any more."

JONATHAN WOULD JUST LIKE TO SAY: "Muffins are just bread Aeros."

SUE WOULD JUST LIKE TO SAY: "I'm all right! No, really!!"

STEVE F WOULD JUST LIKE TO SAY: "Has anyone seen page 113?"

SARAH WOULD JUST LIKE TO SAY: " "

OVER 40

MILLION DOLLARS AND IT'S STILL TERRIBLE.

OTHER PEOPLE'S MONEY

And how to spend it. Our yuletide extravaganza begins on Page 24, and then on Page 31 is...

THE BOTTOM LINE CHRISTMAS SPECIAL

OUR BRILLIANT YEAR

Or *was* it brilliant? Was it, in fact, not much fun at all? No, it was brilliant, with hundreds of great games and other stuff. We tell you about it. Page 36

REVIEWED THIS ISSUE

JANUARY 1995

BUDGET

Beau Jolly Compilation-------99
Bubba 'n' Stix----------99
Dune 2----------98
Police Quest 3----------100
Their Finest Hour----------99

PD

Flaming Engines----------107
Missiles over Xerion---------106
TMA ----------106
The Unusual Case----------108

FULL PRICE

Bubble and Squeak A500 ----57
Complete Chess System------68
Football Glory ----------62
Jungle Strike ----------44
Marvin's Marvellous Adv -----52
Mr Blobby----------64
Powerdrive ----------67
Rise of the Robots CD32 -----60
Roadkill CD32 ----------54
Reunion A500 ----------58
Subwar 2050----------48
Tower Assault----------70

PAUL WOULD JUST LIKE TO SAY: "Everyone should be given second helpings."

CAM WOULD JUST LIKE TO SAY: "You can't leave that lion there."

disk 45

Sellotaped to the front of AMIGA POWER you will find, if you haven't already, three disks. These are our Christmas gift to you, and contain, we're sure you'll agree, the most glorious collection of demos ever assembled on one magazine.

INTRODUCING DISK 45

CANNON FODDER 2

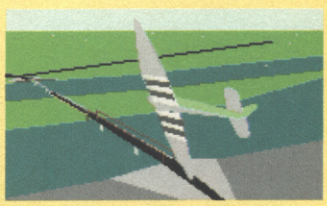
Yes. On the cover of the August issue we promised that YOU (or one of your fellow readers) would actually BE in *Cannon Fodder 2*. And now, five months later, that promise has come to fruition. In fact, twelve of our readers will find themselves immortalised in CF2. And this month we give you the chance to play the first four of their levels.

POWERDRIVE

Three levels of US Gold's terrifyingly authentic rally game. Steer left. Steer right. Steer left. Woaaah. Aaarghh. Woaaah. Oof. Plus! Play it well and you could win a T-shirt. Or something.

SUPER STARDUST

Months ago we brought you the tunnel sequence from the original *Stardust*. And now, here's the middle bit from the sequel.



GUNFIGHTERS

A piece of tumbleweed rolls past. The saloon doors flap in the breeze. In the street, two figures face each other. Their faces are still, but their fingers twitch...

OVERLORD

Or 'Over Nazi-Occupied France' as it might be more correctly named. For that is where you are, in an aeroplane. And your mission is to destroy enemy installations.

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, chuck it in an envelope along with an explanatory letter and an SAE (or you'll never hear from them again), and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 45, Discopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, you'll wake up one morning in April to find you no longer have a roof.

disk 45

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

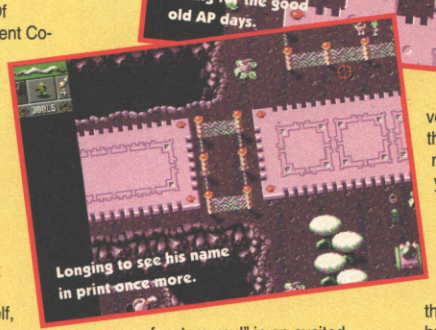
OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

  AMIGA POWER Disk 45 Returns
  Discopy Labs
  PO Box 21
  Daventry
  NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.

CANNON FODDER 2



Authors: Sensible

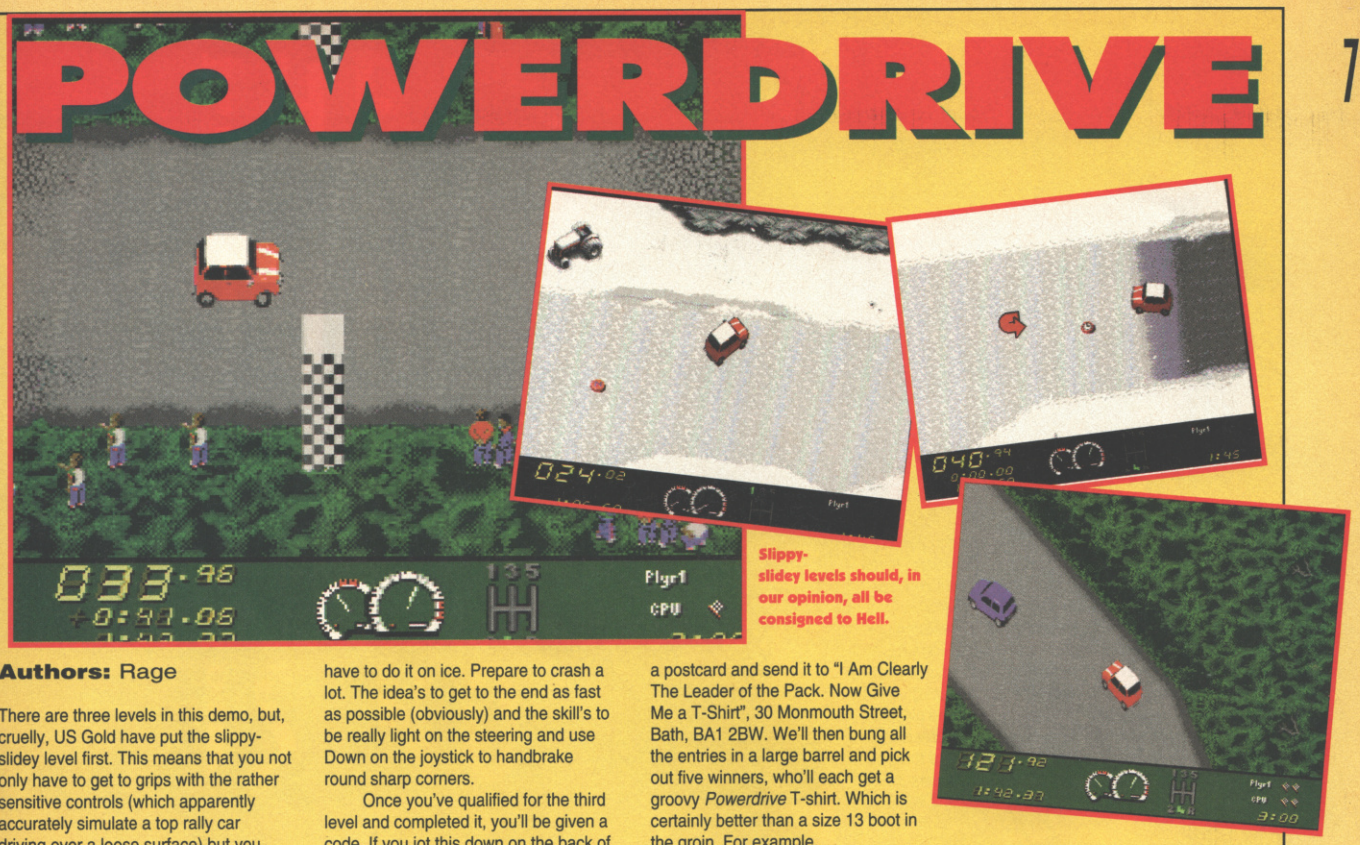
"Arrivederci readers! Remember me? Oh. Well, it's Stuart Campbell again, fresh from another hard day's graft as Chief Senior Executive Vice-President Of International Gameplay Development Co-ordination (I've been promoted) of Saffron Walden lovelies Sensible Software (and not, for example, 'Renegade'). After Cam's badly-spelled and factual inaccuracy-riddled review of our very beautiful (and not at all, for example, a hasty cash-in glorified-data-disk kind of affair. Whatever anyone says) *Cannon Fodder 2* game last month, I've decided that it's probably best if I tell you about this month's coverdisk demo myself, to REDUCE THE POSSIBILITY of internal misunderstandings. It features no less (and certainly no more) than four of the successful entries in AP's great 'Lord Kitchener says "Hey kids, it's your chance to be in the sequel to Cannon Fodder. Pens and paper at the ready, you muddy funsters you!" in an excited squeaky voice' competition, and it's ace. All of the levels come from the brutally and unfairly maligned Alien World section, so you can see for yourself JUST HOW WRONG Cam was in mounting such a vicious and unnecessarily prolonged verbal assault on it, and playing them couldn't be simpler. Simply click the mouse on the box containing the level you want to play, then, er, play it. If you get killed (or, indeed, complete the level), the game will take you back to the menu screen, from where you can quite literally 'Try Again'. At Cam's SPECIFIC REQUEST, we've taken all the music out of the game for this demo, but in addition we've removed the map function, as a stingingly unfair reprisal tactic aimed at punishing you, the readers, for Cam's foolish claim that *CF2* contains no air-to-air combat, when in fact there ARE AT LEAST four levels containing such chopper-on-chopper-style action. Tch, eh?

"Anyway, that's it really, except for a few MINOR TECHNICAL DETAILS. Tracey Stanton's level is called Lover's Leap, and the idea is to kill all the bad dudes and rescue the little hostage blokey. Max Harvey's Franz Klammer Strikes again has the same objective (only with more hostages), while in Bill Burton's They All Look The Same To Me and The Road From Hell (by Mark Wickson), you simply have to slaughter everyone and everything you see. Like cattle.

"So enjoy the levels, and we'll see you again very soon, probably. Oh, and Cam, 'anal NME devotee' is a bit rich coming from someone who spent five pages banging on about helicopters last issues, doncha think? Dosvidanya!"

● *STUART CAMPBELL*

POWERDRIVE



Slippy-slidey levels should, in our opinion, all be consigned to Hell.

Authors: Rage

There are three levels in this demo, but, cruelly, US Gold have put the slippy-slidey level first. This means that you not only have to get to grips with the rather sensitive controls (which apparently accurately simulate a top rally car driving over a loose surface) but you have to do it on ice. Prepare to crash a lot. The idea's to get to the end as fast as possible (obviously) and the skill's to be really light on the steering and use Down on the joystick to handbrake round sharp corners.

Once you've qualified for the third level and completed it, you'll be given a code. If you jot this down on the back of a postcard and send it to "I Am Clearly The Leader of the Pack. Now Give Me a T-Shirt", 30 Monmouth Street, Bath, BA1 2BW. We'll then bung all the entries in a large barrel and pick out five winners, who'll each get a groovy *Powerdrive* T-shirt. Which is certainly better than a size 13 boot in the groin. For example.

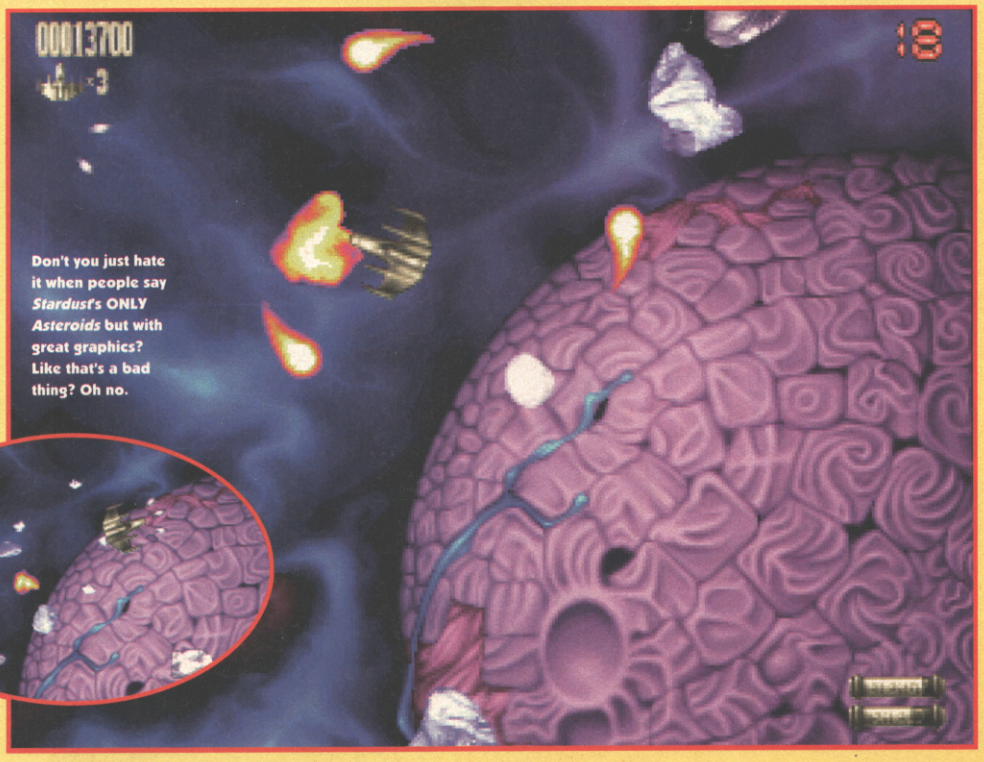
SUPER STARDUST

A1200 ONLY

Authors: Bloodhouse

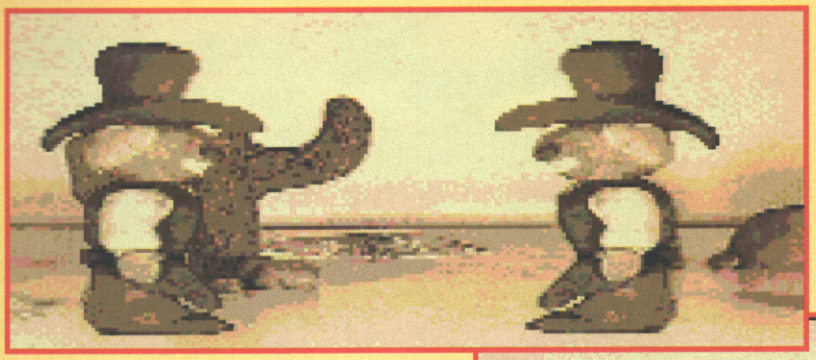
This one's for your A1200, everyone. NOT for your A500, NOT for your A600 and certainly NOT for your A500+. Capiche? Understando? Speaka da English? This, like all the other A1200 games we've had, is for your A1200 ONLY, which is why the label says A1200 ONLY on it. You wouldn't believe the amount of problems we've had with A1200 disks in the past, so now that we've said all of this, anyone who sends this back to us because it doesn't work on their A600 or A500 shouldn't be at all surprised when a high-velocity sniper bullet comes crashing through their right temple. You have been warned.

So what we have here is three screens of rock-related mischief, or half a planet's worth, or about one fourteenth of the entire game, which is a more-than-generous slice. The demo's joystick- or mouse-controllable, you can view the power-up screen by pressing the space bar, and it's all jolly good fun. As TV's famous children's star Brian Cant was fond of saying throughout the 1980s: play away.

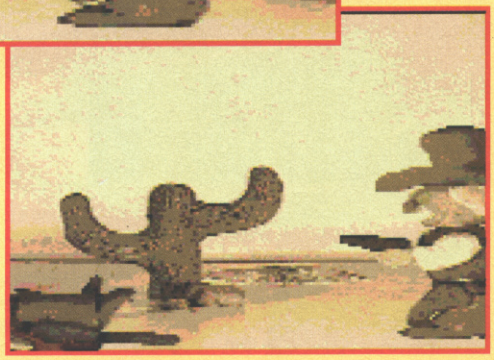


Don't you just hate it when people say *Stardust*'s ONLY *Asteroids* but with great graphics? Like that's a bad thing? Oh no.

GUNFIGHTERS



"Oh yeah, well if I've got a funny nose, then you've got stumpy legs. What're you going to do about that, huh? Stumpy."



Author: Seb Grinke, James Hill

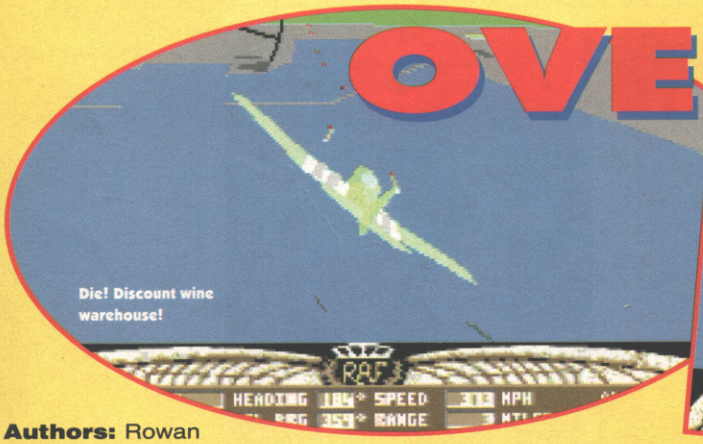
Okay, get a friend and both dress up in silly cowboy costumes. Hats, chaps, spurs – the works. Now load *Gunfighters* and stand about a foot away from the Amiga. Clutch your thighs to mimic holding the butt of a Colt 45 peacemaker, and when the dude in the game shouts "Draw!", go for it. Player one hits the Space bar, player two the Return key, and the first to make it blows a large hole through the loser.

Giggle a lot and repeat, then order the full version from PD (featuring two different players and loads of backgrounds) and play that instead. We've had this one for weeks and still find it funny.

TECHIE ALERT

Game demos, like so-called "portable" stereos, just keep on getting bigger and bigger. Why, only the other day, Cam bought one (a stereo that is, not a demo) that's as large as a canoe and weighs a hefty 10kg, which is hardly very portable. And this month, although we've got four great demos for you (five if you've got an A1200), we've had to do "special things" to them to get them to fit on the disks. Before you start fiddling around with disks one and three, get four (count 'em) blank disks together and follow the on-screen instructions to "unpack" the "data" onto them. After that, simply reset the machine, stick in these new disks and away you go. Packing the data down to fit on a few disks is a bit fiddly, but we're sure you'll find the exercise worthwhile.

OVERLORD



Authors: Rowan

We reviewed this back in AP43, we gave it 88%, and we were so impressed with it that we bagged the rights for the demo. We were then in the unfortunate position of never having enough disk space to use it on a coverdisk until now, when we've just about managed it. You've got two chances to impress the hell out of your superiors and blow up large sections of coastal France in this demo, once with air superiority and once with two fighters seconds away from shooting your wings off.

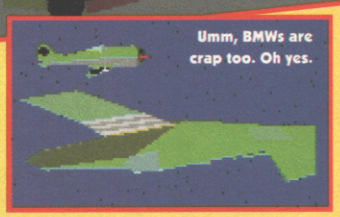
The game uses mouse, keys or joystick for control, so select your choice at the beginning. You're flying a cannon- and rocket-firing Typhoon, so toggle between them using 9 on the numeric pad and see which one's selected by looking at the switch at the bottom right of the control panel.

There're millions of viewpoints and options available (just fiddle with the keyboard to find them all) but the most important ones are these:

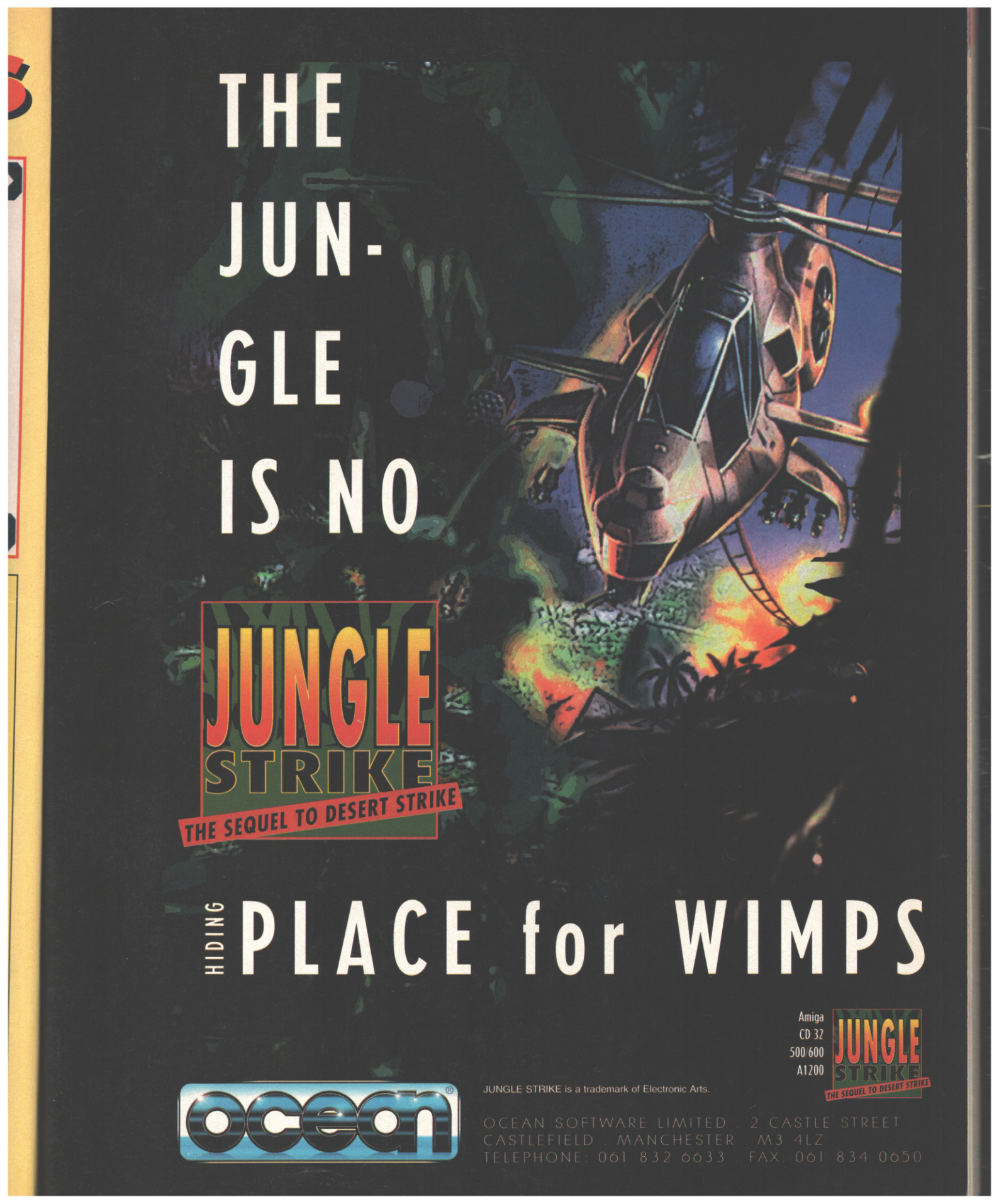
INTERNAL COCKPIT LOCK
(Backspace) – This keeps the selected target in the centre of the screen and moves the pilot's head to track it. It's great as long as the target's above or in front of you, but gets confusing when you're looking backwards or below. When this happens switch to...

EXTERNAL TARGET LOCK
(Return) – This looks through your plane towards the enemy, and is a great way of orienting yourself. If you're still in a flap, switch to...

FORWARD VIEW
(0 – Zero) – Yup, back to the bog standard control and forward view, which may be a bit dull and undynamic after the thrills of the internal cockpit lock, but at least allows you to straighten yourself out and check your altitude and weapons.



As well as all of this, you can spin around the plane, put your landing gear up and down and fiddle with your flaps and rudders. You know the drill, now shoot things.


THE JUNGLE IS NO
JUNGLE STRIKE
THE SEQUEL TO DESERT STRIKE
HIDING PLACE for WIMPS
Amiga
CD 32
500/600
A1200
JUNGLE STRIKE
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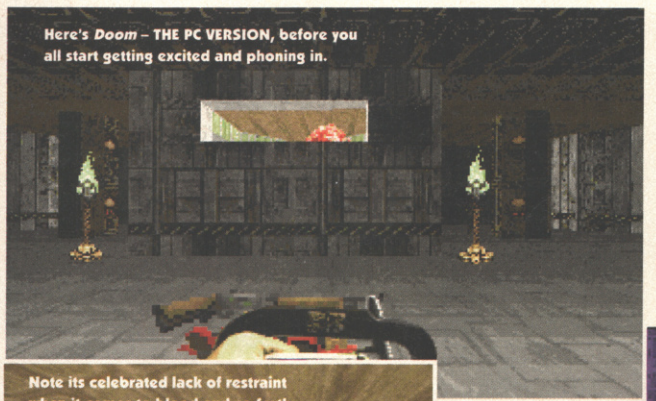
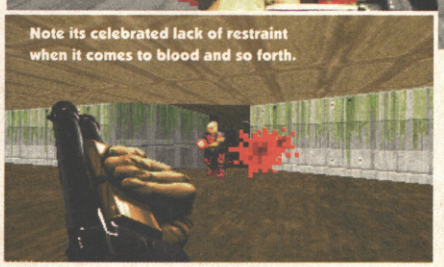
TRUE STORIES

Once more our global news gathering machine creaks into unstoppable action to bring you the LATEST NEWS on the worldwide Amiga scene.

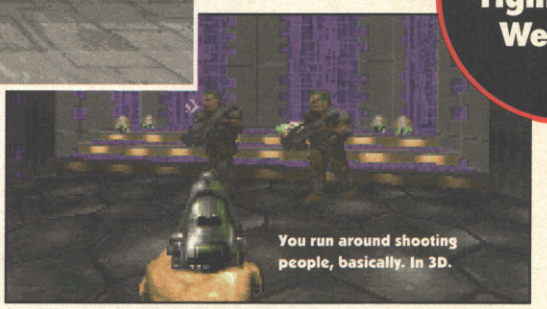
DOOM ON THE AMIGA?



Here's *Doom* – THE PC VERSION, before you all start getting excited and phoning in.



Note its celebrated lack of restraint when it comes to blood and so forth.



You run around shooting people, basically. In 3D.

"When's it coming out?" asks AP reader Roy Nesbit of Crewe. We answer him.

In the dark, slightly seedy world of PC games, the big name at the moment is *Doom*. Office blocks across the globe have been grinding to a halt as stripy-shirt-clad executives pursue each other along dank tunnels with sawn-off shotguns, and network supervisors have been frantically trying to prevent their systems being swamped by *Doom*-related multi-player signals.

"Oh... all right then. We are"

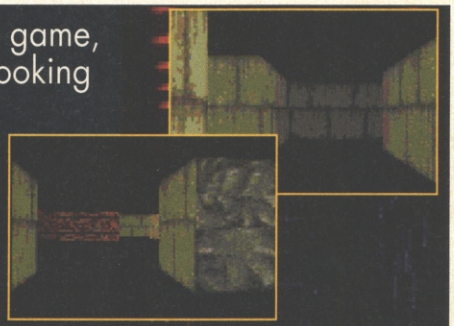
It's a maze game, basically, where you dash about shooting monsters and fellow players. But it's made special by the texture-mapped 3D graphics, which scroll around smoothly as you go through doors and up and down stairs, and also the array of top-quality weapons you get to handle, ranging from sawn-off shotguns to chainsaws. And its popularity has been aided by the fact that it's a shareware game, with extra levels and weapons available to those who pay the registration fee.

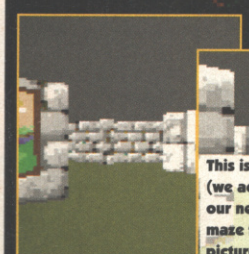
Doom has proved so successful that is has crossed over into the glitzy, noisy world of games consoles. The Jaguar and the Mega Drive 32X are the first two machines to benefit from conversions, with their special graphics chips proving necessary to heave all that scenery about, and others will doubtless follow.

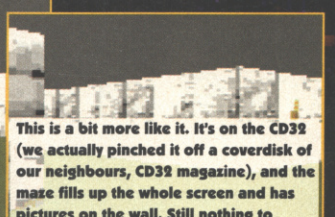
But what of the intimate, candle-lit world of the Amiga? If conversions of *Mortal Kombat 2* and *Super Street Fighter 2* proved economic, along with a seemingly endless procession of ex-PC games, then surely *Doom* would too.

Given that *Doom* started life as a PD game, perhaps that's where we should be looking for an Amiga version.

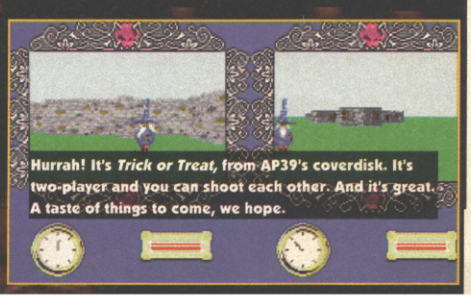
To the right: This one came on a coverdisk from our chums on Amiga Game Zone in the USA, and we're not quite sure what it's called. The maze scrolls around smoothly, but unfortunately that's all it is – there's nothing to shoot or anything. And it only fills up part of the screen.



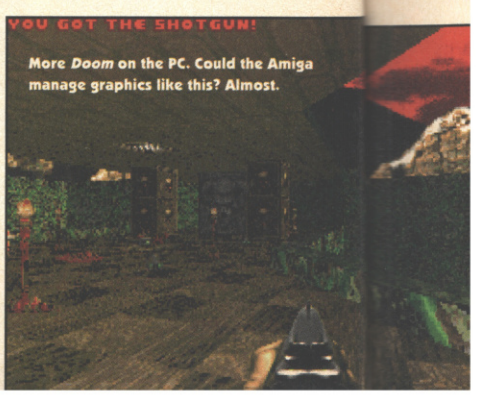




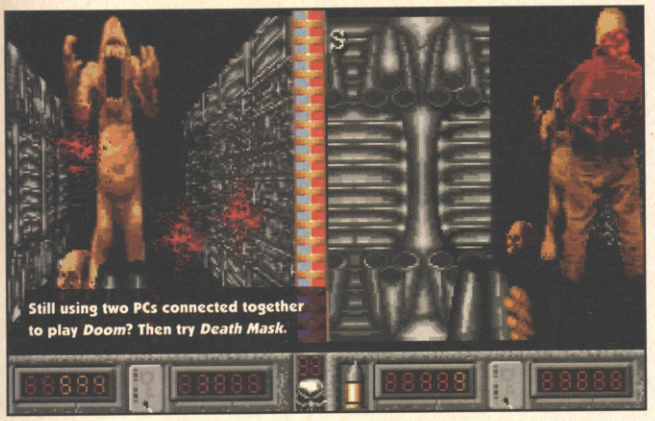
This is a bit more like it. It's on the CD32 (we actually pinched it off a coverdisk of our neighbours, CD32 magazine), and the maze fills up the whole screen and has pictures on the wall. Still nothing to shoot, though, sadly, so it gets a bit dull.



Hurrah! It's *Trick or Treat*, from AP39's coverdisk. It's two-player and you can shoot each other. And it's great. A taste of things to come, we hope.



More *Doom* on the PC. Could the Amiga manage graphics like this? Almost.



"Naah," says Doug Johns of Virgin, who publish the enhanced commercial version of *Doom* (slightly deceptively titled *Doom 2*). "We've got no plans to bring it out on the Amiga, although we'd be surprised if someone wasn't chasing the rights to the name. Really you want to phone up Id Software in the States. They programmed it."

We tried. But unfortunately our attempts plunged us into the nightmare of "electronic attendance" *(Interactive telephone answering machines. – Ed)*. A grating voice, POSSIBLY THAT OF SATAN HIMSELF, reeled off a long list of numbers that we could dial to get various services, but none of them seemed to mention the Amiga. At one point there was something about "If you wish to licence the *Doom* technology then forget it – you can't have it", though, which didn't sound too promising. Finally we hung up, afraid that we might get trapped on the ElectromagneticIntercityMainline forever.

But! Who needs them, eh? Little matters like licences never stopped the fine body of invididuals that is the Amiga games industry.

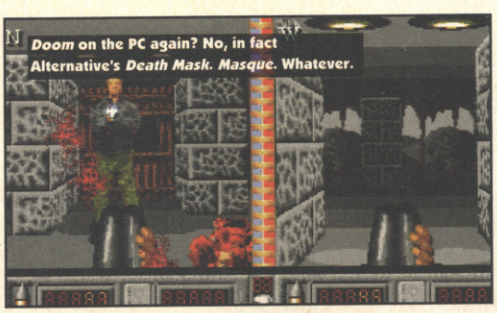
The trail led back across the Atlantic to Wakefield, West Yorkshire, amid rumours that a local software publisher have been secretly working on a *Doom*-type game for several months now.

"Oh... all right then. We are," admits Team 17's Alan Bunker. "It's sort of *Alien Breed* in 3D, with you running around killing aliens. In 3D. We toyed with the idea of actually calling it *Doom*, but eventually reasoned that *Alien Breed*'s a better-known name on the Amiga, and decided we'll probably stick with that." Team 17 are hoping to have their version of *Doom* finished by Easter.

Meanwhile, down in Lincolnshire, Apache are putting the finishing touches to *Death Masque*, which we previewed in AP40. Apache were rather coy about their game's similarities to *Doom*, but *Death Masque* is now to be published by Alternative, who, as well as bizarrely retitling it '*Death Mask*', are making no bones about the *Doom* connection. "*Doom* and *Wolfenstein* type games on Amiga – no way?" runs the first line of their publicity material.

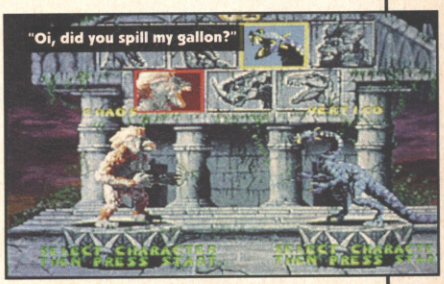
"The main advantage of *Death Mask* is its split-screen two-player mode," re-iterates Alternative's Roger Hulley. "This takes the place of the networking stuff on the PC version."

And, er, that's about it for *Doom* on the Amiga. But if Alternative and Team 17 do well with their *Doom* games, there's no reason why others shouldn't take up the challenge, and the potential is there for *Doom* clones to become the platform games of the late 1990s. Probably.

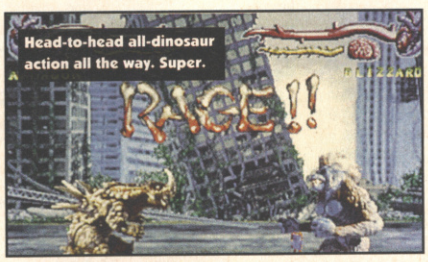


ONE MILLION YEARS BC

A package arrived at AMIGA POWER recently from Time Warner, marked 'The Making of *Primal Rage*'. It goes into tediously elaborate detail about how a coin-op called *Primal Rage* came into being, with lots of grainy pictures of men making models of dinosaurs and then digitising them into computers.



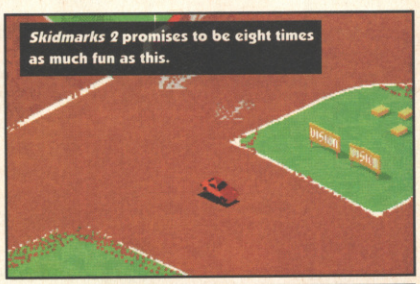
But! We've played *Primal Rage* in the arcade, and it's not at all bad if you like beat-'em-ups – not terribly many special moves, but nice touches like little people running around getting squashed under the dinosaurs' feet, and great roaring sound effects. The little people even come and crowd around your dinosaur when he falls over and pray for him to be brought back to life. It's certainly miles better than the dismal *Rise of the Robots* (reviewed on pages 60-61), which is Time Warner's other recent beat-'em-up. And Time Warner used to be called Atari, of course, and created the *Star Wars* coin-op, so they're all right by us.



The point of all this, though, is that *Primal Rage* is being converted to all the various home formats, including the Amiga, and is due for release in September next year. We're certainly looking forward to it, being big dinosaur fans.

GUARDIAN ON DISK

Guardian is definitely one of the best three games of 1994 (AP43 90%), and we're delighted to hear that it's been selling well, but up until now it has only been available on the CD32. Not any more, though – an A1200 version was nearing completion as we went to press, and should be in the shops now. We'd advise all our A1200-owning readers to purchase a copy without delay.



And the other good news is that Acid Software, Guardian's New Zealand-based creators, have also nearly finished *Skidmarks 2*. It's supposed to be like *Skidmarks*, only better, with up to eight cars driving around at once on the AGA version. We'll hopefully be bringing you a review and coverdisk demo of it next month. Book early.

THE STORY THEY TRIED TO SUPPRESS

The world's stunned population stops and listens in awe to the deafening roar of AMIGA POWER's mighty, triple-barrelled InfoCannon.

Who brought you the first news about Commodore's hush-hush CD based console? It was AMIGA POWER, back in July 1993.

Who brought you exclusive details of *Cannon Fodder 2*, months before the other mags knew about it? It was AMIGA POWER, in August of this year.

And which magazine did you have to read last month to get the first news of *Super Street Fighter 2*? You've guessed it – AMIGA POWER.

It's not on Sky News, it's not in the News of the World, and scanning teletype printouts from Reuters news agency will not reveal this story, because only AMIGA POWER has the skill and terrier-like tenacity to worm its way into the collective psyche of Psygnosis and escape with a HIGH LEVEL LEAK from a TOP EXECUTIVE who shall (for his own safety) remain nameless.

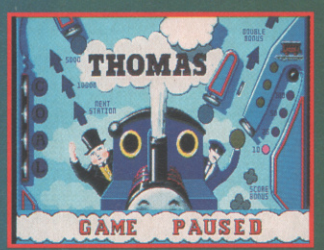
And the word from the top? Well, it seems that Psygnosis have implemented a sychronised policy contingency to beef up the macho-level of *Lemmings*. From now on, it's NO MORE MISTER NICE LEMMING, as a whole world of hurt descends on everyone's favourite suicidal rodents. It's already started with monsters appearing in *All New World of Lemmings*, but digging holes and falling down them is kind of old hat. Cry havoc – and unleash the dogs of new ideas!!

The game we've discovered to be in development is a curious mix of *Lemmings* and *Cannon Fodder*, featuring non-lethal firepower. Psygnosis haven't fixed the name yet (after all, it's supposed to be a secret) but at the moment their hush-hush project is called *Lemmings Play Paintball*. Visual Sciences in Dundee are working on it, and, being composed mainly of ex-DMA guys, they're already familiar with the little muddy funsters.

We phoned up the Psygnosis PR department and caused much MAYHEM AND CONSTERNATION by asking about *Lemmings Play Painball*. As our questions were met by blank stares and further enquiries lead us to nothing more fruitful than slammed doors and bolted fire exits, it was clear that Psygnosis had enforced a WIDESPREAD SECURITY CLAMPDOWN. With the PR side revealing nothing, we phoned various Psygnosis programmers who happily chatted with us until we asked about *Lemmings*. At this point they became AGITATED AND WARY and hung up when we revealed who we were.

So there we have it. We have no pictures, screenshots or playable demos because Psygnosis refuse to admit the existence of *Lemmings Play Paintball*. We know it's definitely due out on the PC and assume that it'll be out on the Amiga too, since all previous *Lemmings* games have been. We could have waited until the official press release and avoided the inevitable FURIOUS BACKLASH from livid Psygnosis executives. But no! It always has been and always will be our duty to DISSEMINATE ESSENTIAL INFORMATION, and even though Psygnosis will probably sulk, our prime directive is to tell YOU the reader what you NEED TO KNOW. We have spoken.

IT'S THOMAS THE TANK ENGINE! IT'S PINBALL!



It's *Thomas the Tank Engine Pinball!* Basically. And that's really all we know, except that it's got four tables in it, it's due out just before Christmas, and it'll probably cost £17. Okay?

We've got a fat controller of our very own, you know. *(Eek. Cut that out. – Ed)*

OUR CYBER-ADDRESS

Our attempts to hitch a ride on the InternationalSuperNo46BusRoute have got off to a rather shaky start. Owing to an internal misunderstanding reaching to the very highest levels of Future Publishing, the sinister organisation behind AMIGA POWER, we incorrectly printed our Internet address as (deep breath) 'apower@futurenet.co.uk', when it should in fact be 'ampower@futurenet.co.uk'. In the resulting confusion, many people found their missives unceremoniously zapped back to them by the InfoÜberPostMeister. We apologise, and ask them to 'write' again to the correct address, as we've enjoyed the messages which have reached us.

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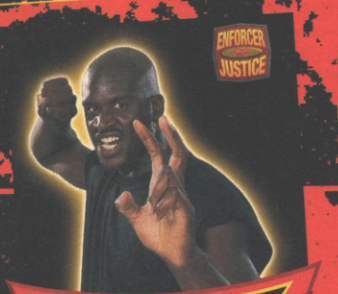

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ETA: January

VALHALLA: BEFORE THE WAR

"It doesn't fit." He's back! Oh yes.

The last issue of AMIGA POWER contained a material inaccuracy. We told you that Vulcan are releasing *Valhalla: Before The War* as a budget-priced, two-level stop-gap. But they've changed their minds since then, and *Before The War* is now to be a full-price game with four levels.

We've played the first level a bit, and it looks very similar to the original *Valhalla* (AP39 19%). But! In the very first location we 'interacted' with another character – a wizard. (He said, "Go away, Infinity.") And! In all the time we've been playing it, we haven't fallen down a single hole. Good news.

Slightly confusingly, the plot precedes the first game's, and casts you as the Lord of Infinity, a baddie who's trying to topple the king from his throne. He's got a deeper voice than the first game's little kid – more of a boom than a squeak. "I'm confused," he booms. "It doesn't work." And, "I hate this castle." Happily, there's now an option to turn off the "non-essential" speech.

Valhalla veterans will already have spotted that the viewing window is larger, so you can see more of the playing area at once. But they'll be most pleased by the new map facility.

"We found that in the original *Valhalla*," explains Vulcan's Lisa Tunnah, "many people were drawing maps of the levels as they progressed. This was due to the sheer size of the game. As the levels in *Before The War* are even larger than its predecessor's, we thought it would be helpful to have a permanent map feature, accessible by clicking the fire button of the joystick on the relevant icon. This displays the entire level you are currently playing."

And it does. We tried it.

"The overall style of gameplay is similar," goes on Lisa. "From the experience of the first *Valhalla* title, we found that the logical puzzles provided a winning formula and the demand for more in this style was another reason why *Before the War* was initiated. The added features are there to enhance rather than to change."

Will all this be enough to turn the game around, though? So far we've drunk a potion, pulled some levers, picked some things up and talked to an old woman. We'll do some more things before bringing you a full and incisive review, possibly next issue, but more likely the one after.

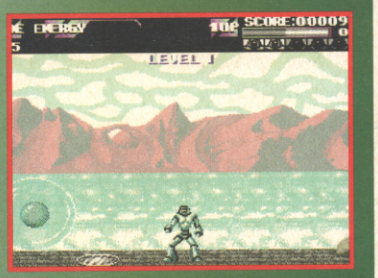
● *JONATHAN DAVIES*

Identify the picture with...

MYSTERY SCREENSHOT CORNER

Let the judgment of AMIGA POWER now be heard. Following the introduction of Mystery Screenshot Corner to dispel the confusion over an unlabelled promotional photograph on three separate occasions, AP's resident science-baffling mutant has evolved into a test of wits. At irregular intervals, when we feel the time is right to re-introduce an old favourite, or when a half-page of the news section needs writing hurriedly because Steve The Publisher and his sinister global mega-corporation paymasters have unexpectedly agreed that yet another advertisement for a magazine unassociated with AMIGA POWER would be shabbily inappropriate, we pick at random a screenshot from an Amiga game and present it as a bald challenge to your powers of recollection. Send your imaginative guesses to I Certainly Didn't, For Example, Look Through My Back Issues For This One, with the usual continuation.

The prize? This must remain a secret. Is it an item of great value, or one of little interest, or perhaps nothing at all beyond being preserved in spirit for all time? Only Huw Iddles of Rhiwbina, the successful informant on Cavitas, and the fibrously unstable time capsule that is Mystery Screenshot Corner shall ever know the truth.



Gnaw off your arm in preference to disturbing the Brobdingnagian temper of...

KANGAROO COURT

NO 8
ONCE AGAIN, YOU LOOSE

THE CRIME: Making grammatical errors in a game or its documentation and not bothering to hire proof-readers to correct the mistakes, so ensuring that the first impression friend player receives of the game, the developer and by implication the publisher is of shoddiness and ineptitude as he is asked to believe this game has passed through the hands of up to 30 people without anyone pointing out errors a child of five would find embarrassing, cementing in his mind the miserable amateurism of the software industry with the irrepressible oafishness of the people who paint special offers on shop windows and possibly even leading him to believe that misplacement of apostrophes and substitution of verb and noun forms is correct English.

THE CASE FOR THE PROSECUTION:
(Scene – a foyer. Enter Billy Fan and Graeme Friend.)
Billy Fan: No, honestly, Graeme, you'll be fine. The advertisement asked for a programmer, and there's noone alive who can program better than you after your identical twin brother Graeme hurled himself under a bus. And in view of your infamously timorous and introverted nature, I shall of course lend moral support during the interview.
(They enter the interviewer's office.)
Interviewer: Welcome to Impaired Mongoose Software. Its a pleasure to meet you. *(They sit.)* Well, I supose you'll want to know a little about the job, basically, we've got the license to *Bobby Bisons Platform Shoot-'em-Up 3*, and as its a cutsie game we need somebody to handle the movement routines with plenty of emphasis on the bounce, your CV is very impressive but we'll still need to see you do something here, you can practice on the machine there and then knock something up for this afternoons board meeting, you neednt worry its a simple task just a bit of parabola maths, but first you lll take you on the tour and you can meet the guy's their a bit wierd but their fabo coder's and thats what counts eh eh haha.
Graeme Friend: Aaarghh. *(Hurls self from window.)*
Interviewer: I myself paint the box artwork.
Billy Fan: Dickens. The irony.

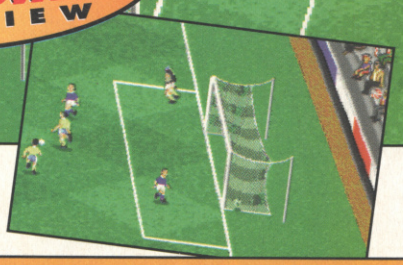
THE PENALTY
1st offence: 3-8% off
2nd offence: 12-46% off
3rd offence: Death by hanging by the feet from the cable of a crane and being swung repeatedly between two giant sheets of imperfectly textured plasterboard to the dulcet warblings of Roger Whittaker.

KICK OFF 3

EUROPEAN CHALLENGE

Still not all *Kick Offed* out? What resilience.

AMIGA POWER PREVIEW



It looks remarkably similar to the original *Kick Off 3*, does it not? We urge you to wait for our review next month before dashing out and paying money for it. For the sake of humanity.

Runs on: A500, A600, A1200, CD32
Publisher: Anco
Author: Steve Screech
ETA: Out now

Yes, it's back – *Kick Off 3*, but this time in a new, improved *European Challenge* incarnation. There are more leagues, including the German, Spanish, French, Italian and English ones (to give it that European feel presumably) and they all play differently. Which no doubt means that the foreign teams are all better than the English ones.

And there's more – new tactics, new menus, replay options, dead ball set-ups, different pitches, more sound and even improved graphics (if you're lucky you might even get to see some rendered bits). It even sounds like Anco have addressed some of the criticisms levelled at the rather poor original. It didn't recognise a second disk drive, we complained in our review in AP40, where we gave it 69%. It didn't give you the option of using a two-button joystick. And, worst of all, there was a disinterested silence when you scored a goal.

All these problems are being rectified in the update, which only leaves us with the actual football-playing to worry about. (And the small matter of why we've had to wait till now to get all this sorted out, and then hand over yet more money for the privilege. Anco say they're considering offering an upgrade to purchasers of the original, but even so).

We've only played an unfinished version of the game, but early indications suggest it plays much the same as it did before, only a bit better. We tell you for sure next month.

● PAUL MELLERICK

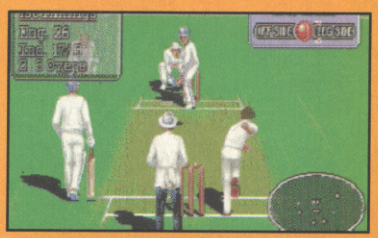
CRICKET NEWS

There seems to be no stopping the Audiogenic cricket bandwagon as they proudly announce their 4th and 5th excursions into the simulation of leather on willow.

Battle for the Ashes is a special edition of the *Graham Gooch World Class Cricket* game that we liked enough to give a highly respectable 80% back in AP26. Since then Audiogenic have released the updates *Graham Gooch's Second Innings* and *Test Match Special* which both improved the game further.

Battle for the Ashes is a slightly cut-down version of the original game, featuring just the English and Australian teams that are battling down under at the moment, and will cost just £10, which sounds like a good deal to us. It will be released in January.

At the same time there will be a new data disk called *Cricket 94-95* which will also sell for a tenner. Designed to work with all versions of *Graham Gooch* (except *Battle for the Ashes*, natch) the disk will have up to date statistics for 9 test sides, including South Africa, all 18 English county teams and the 6 Australian Sheffield Shield sides that England were playing in the run up to the test series. Howzat?



It's just not cricket. Except it is. Clearly.

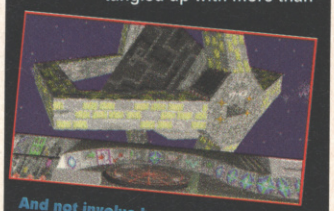
OH NO IT'S A LEMMINGS BOOK

While most of us are eagerly looking forward to *Lemmings 3*, many readers may still be struggling with previous *Lemmings* games – *Lemmings*, *Oh No More Lemmings*, and *Lemmings 2 The Tribes*. To them we recommend a new book called *Lemmings: The Solutions*. We haven't actually read a copy, or even seen one at first hand, but if it includes, as its publishers promise, solutions to every single level, then it should be just the ticket. The book is published by Kuma ("British computing books at their best"), and costs £9.95, and its ISBN is 07457 0249 X.

BACK TO FRONTIER

Further details of *Frontier 2* have been disgorged by Gametek, who are releasing it in February. It's called *First Encounters*, bafflingly, and involves the return of the deadly Thargoids to human space. There are new ships to pilot, some of which are specialised for certain missions. There are new upgrades to buy, including jammers, navigation aids and more powerful weapons. Battles will work differently, so they'll be less realistic but more fun, and you'll get tangled up with more than one ship more frequently. You can 'jack' into 'on-line' 'information providers', reflecting current developments along the InformationMotorway, and these will keep you updated on what's going on around the galaxy. And video clips are promised for the CD32 version.

Calm down. This is the PC version. the Amiga one will be subtler, probably.

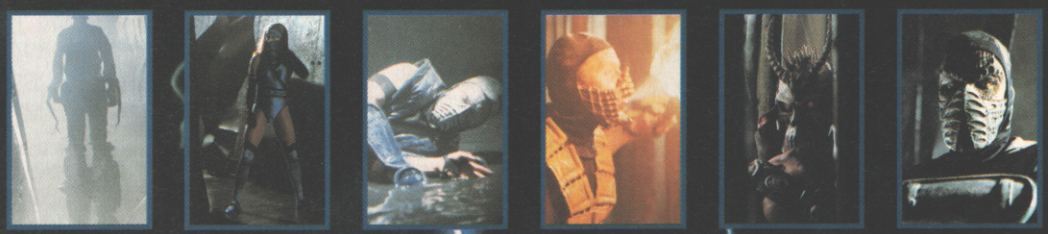


And not involve hours of editing your CONFIG.SYS and AUTOEXEC.BAT etc.

Although still due for release in February, the Amiga version of *First Encounters* is lagging a bit behind the PC one, and so far we've only seen PC pictures (a couple of which we reproduce here). They show all sorts of complicated texture-mapping going on, which presumably won't make it to the Amiga. Tsk, eh?

NOTHING, NOTHING CAN PREPARE YOU!

MORTAL KOMBAT II



SMOKE AWAITS! KINTARO'S REVENGE! EXPECT NO MERCY! FRIENDSHIP?

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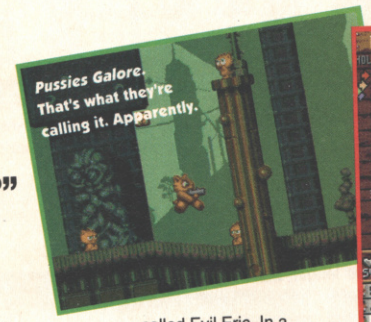
("THE CAT GAME" – Ed)

Runs on: A1200, CD32
Publisher: Team 17
Authors: Amber Developments
ETA: March

"What innuendo?" ask Team 17. Indeed.



We were thinking of getting an AMIGA POWER cat. Just a small one, to sit on our laps and keep us warm in the winter. But we were afraid of what Cam might do to it. After work. So we'll have to get by with the new platform game due out from Team 17 in March.

It's being written by a pair of chaps called Matt Bell and Andy Coates. Together they are Amber Developments, a new programming team, and this is their first game. But unfortunately they were out when I phoned to ask them all about it (no, really this time), so I'll have to improvise a bit, drawing on my vast experience of platform games generally, and the information Team 17 managed to wring from them before they went out. I left a message, so if they call back when they get in I'll be able to tell you more.

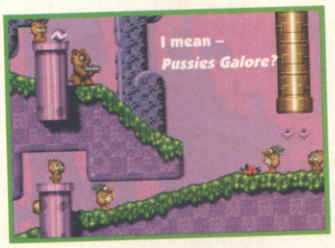
The game's cast consists entirely of cats, drawn to look as furry and enticing as possible. The one you control is called Boris, "a streetwise alley cat", and you've got to rescue some kittens who've been placed under a spell by another cat called Evil Eric. In a *Lemmings*-like fashion, kittens you've rescued can be used to reach places Boris can't by digging tunnels and things. It's an AGA-only game, and we're promised this'll mean highly colourful graphics and smooth, parallax scrolling.

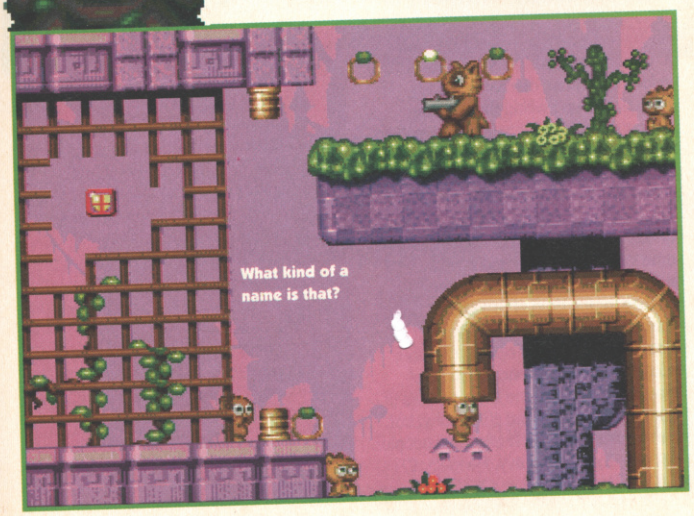
But what'll it offer that will make it stand out from every other platform game with pretty graphics and puzzle elements? Will it avoid platform pitfalls like hidden spikes and leaps of faith without ending up too easy like, for example, *Marvin's Marvellous Adventure*? Are frolicking, pastel-hued felines really going to appeal to *Cannon Fodder*-playing AMIGA POWER readers?

Hang on. I'll try them once more.

No. It seems I shall have to leave you in suspense until the game's finished, whereupon we will review it.

● ***JONATHAN DAVIES***





SENSIBLE GOLF "RETHINK"

Guard your *Sensible Golf* coverdisks from AP44 carefully, because you'll never see the game in that form again. Just weeks from *Golf*'s scheduled completion date. Sensible have decided that, as it stood, you couldn't really see enough of the course on the screen. So they're zooming everything out by a factor of about two, making the players even smaller and the holes easier to aim at. The 'gameplay engine' will remain the same, though.

Because of this, it's hard to imagine *Golf* being finished by the end of this year as planned. Expect it sometime in the new year instead.

APTV

Several eagled-eyed AMIGA POWER readers have spotted their favourite magazine in a commercial on television. The ad's for bathroom cleaner, and stars the bloke from Brush Strokes, and apparently you can clearly espy a copy of AP when he reaches into a cupboard for a bottle of the cleaner. We haven't seen it ourselves, so maybe someone could video it and send it in.

And also, you may be aware that AMIGA POWER was recently absorbed into an enormous global megacorporation. Well, our new owner's plans include branching out into television programming, possibly tied into Future Publishing's magazines. And presumably AP is to be included in the equation.

So we've been thinking. What would you like to see on AMIGA POWER TV, should it ever get off the ground? There'd be plenty of Amiga news, reviews and playing tips, of course, probably presented in the style of Barry Norman's Film '94. But how about other things, for a bit of variety? Perhaps some sort of cop show, with us running around with big hair and guns. Or a consumer advice programme hosted by the Four Cyclists of the Apocalypse. Jonathan Nash's Cartoon Time, perhaps. And we could probably arrange repeats of popular '70s shows like Canoe Squad. But what else? Write and let us know at the usual address, and we'll begin to draw up some schedules.

IN THE STYLE OF...

Oddly, virtually every In The Style Of entry we received this month was a variation on *Skidmarks* – perhaps in anticipation of the imminent sequel. Robert Starling's entry was no exception, but was undoubtedly the best, showing, as it does, Skidmarks In The Style Of *Jurassic Park*. It's not particularly funny or anything, but the dinosaur is nicely drawn, and eventually we decided to award it 6/10 and send Robert £120-worth of free games.

But then, tragically, as we were copying Robert's name and address from the disk label, we noticed that he'd written his name as Robert 'R' Starling, as if we were likely to know any other Robert Starlings. So we were compelled to reduce his score to just 3/10, and his prize therefore to £60 of games.

If you'd like to contribute, send your entry on a Deluxe Paint-readable disk to: In The Style Of, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.

AMIGA POWER RECOMMENDS

We know we're running an enormous Christmas Present Guide this month. But just to be on the safe side, eh?

SENSIBLE WORLD OF SOCCER

Renegade (AP44 95%)

The greatest Amiga game ever, basically. This takes *Sensible Soccer*, the previous best Amiga game ever, and adds a flexible system of management that allows you precise control of your team's tactics. The way you can adjust the behaviour of each individual player and then watch him in action using the *Sensi* engine is great. If a better game arrives on the Amiga within the next 18 months, we solemnly avow to eat our own fingers. Actually, no we don't. But still.

ZEEWOLF

Binary Asylum (AP44 90%)

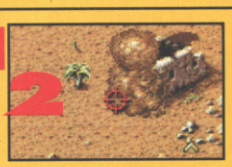
If you've got an Amiga 1200, then this is by some measure the best helicopter-based-strategy/action-*Desert Strike*-type game available. Enormous explosions and plenty of 'nice touches' are the icing on the cake, with the attractively rendered frigates providing the cherry. If you've got a 500 or 600, though, *Zeewolf* chugs along a bit.

ALADDIN

Virgin (AP44 86%)

It's a shame *Aladdin*'s a bit easy, because apart from that it's everything a film licence should be. It looks just like the film, with impeccably slick animation, and sounds like it too – the theme tune at the beginning is excellent. And the game has been designed by the same bloke who did *Cool Spot*, so it's like that, only better. You can even forgive its being a platform game, such is the suitability of the film to such a treatment.

CANNON FODDER 2



Virgin (AP44 89%)

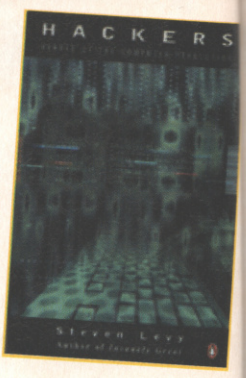
Cannon Fodder – The Data Disk, more like, except you pay full price for it. But apart from that, this'll please *Cannon Fodder* fans without exception. It's got 72 new levels, and five new graphical settings. And, although they start off easy, the levels prove to be harder than they were first time around. And, what's more, several bits of it were designed by our own charming readers. Shame about those Alien Planet levels, though.

GUARDIAN CD32

Acid (AP43 90%)

We'd been playing *Guardian* for most of the morning before it clicked – it's *Defender*, isn't it? Only in 3D. And it's one of the toughest games we've played for ages, starting off hard and getting tougher and tougher as you progress. We feel pretty chuffed each time we score over 100,000, but Acid in New Zealand tell us the highest score they've had reported to them is something like two-and-a-half million. (Which we hope wasn't achieved simply by flying around on level one). It's only out on the CD32 at the moment, but an A1200 version is due at any moment.

HACKING AWAY



It's perhaps not something you want to leave lying on your coffee table.

The presentation of Hackers does the book no favours. The cover and blurb imply it concentrates on the illegalities of breaking into computer systems, when it's a scholarly history of the process of popularising computers. Hacking, it takes pains to explain, is the process of learning about something by experimentation, and then applying this newfound knowledge to improve that something. The book is a textbook, a magazine article of 400 pages' length, with clumsily edited quotes and lapses into journalese. (The silly device of having hackers considering real-life problems as programs is wretchedly overused.) Additionally, the people in the book are of secondary importance to the ideas they espoused – the 'hacker edict' that 'information wants to be free' – and Levy has trouble depicting them. They'll be introduced with an embarrassingly thin description (typically centring on their "thick glasses" or "shoulder-length hair"), given a by-the-numbers dysfunctional personality and, the dull stuff out of the way, their hacking career followed in detail. The problem isn't all Levy's – these people are indeed unwashed loners living on sugar and adrenalin – but he doesn't succeed in capturing them as memorable individuals, and that's unfortunate when you're dealing with a cast of dozens. Indeed, each new chapter has a recap of recurring characters in the likely event you've forgotten which long-hair's fallen out with which thick-specs.

And there's a lot of fallings-out. The book has a melancholy air to it: that, although the end result was indeed the democratisation of computers, you can't really succeed on ideals. The arc of Hackers takes it from the pure-hearted MIT university pioneers routinely pooling knowledge to get the best possible programs but who were funded by the US Defence Department, through a succession of hardware wizards who brought computer kits to the home but who turned into bitter rivals, to the arrival of the software publishers, companies set up for the purpose of making money which ended up reviling their hacker programmers for their 'unprofessionalism', copy-protecting their 'property' and hiring production-line workers to bash out games as quickly as possible.

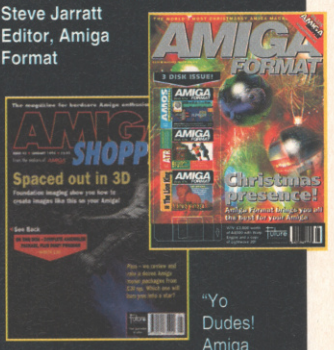
It's a fascinating story, but a curiously uninvolving one that skates over some interesting moral and ethical questions (the military funding, for instance, or the drug abuse of the 'superstar' game coders). Tellingly, it's more interesting in the closing chapters about the sleaze and backstabbing of software publishing. The book delivers in terms of information and philosophy, but these hackers just aren't engaging people. (Hackers, by Steven Levy, Penguin, £7)

● *JONATHAN NASH*

FURTHER READING

"The next issue of Amiga Format is extra-special for several reasons. Sadly, I can't think of any of them, so instead I'll just give you a list of the wonderful stuff in the mag. Game reviews include *Jungle Strike*, *Subwar 2050*, *Powerdrive* and also a shock exposé of *Rise Of The Robots* – a truly dreadful 'game'. Serious things include the new 24-bit paint package and Photogenix, the new 16-bit sampler from Hisoft. And we mustn't forget the three (3!) cover-disks which feature exclusive demos of *All-Terrain Racing* (it's fast!), *Sensible World Of Soccer* (it's vast!), *The Lion King* (it's not awfully vast but it is quite fast and very cute!). And we have the full AMOS Professional package as well. With Amiga Format it's Christmas every month! Er... and especially this month, when it sort of is. Christmas."

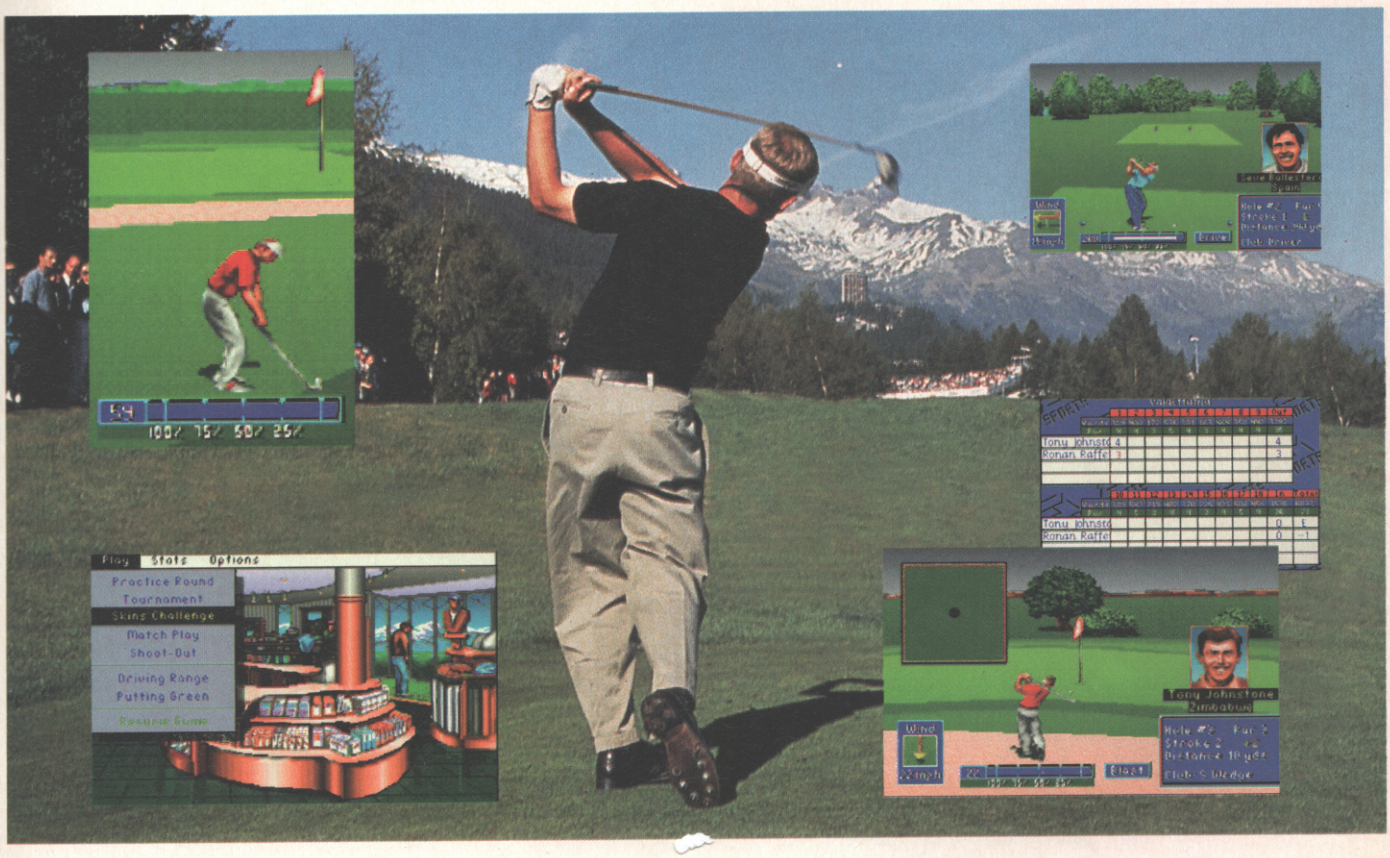
Steve Jarratt
Editor, Amiga Format



"Yo Dudes! Amiga Shopper is a well wicked magazine! Respect is definitely due to the crucial bunch of dudes who create the most kickin' serious Amiga mag on the planet. Look at their stonking feature on how to do 3D by those demi-gods of the 3D graphics scene Foundation Imaging! Not forgetting a well good roundup of music programs for the Amiga by the house DJ Maff Evans. Check out the radical Babylon 5 cover, man! Whoo!"

Richard Baguley
Editor, Amiga Shopper

PGA EUROPEAN TOUR



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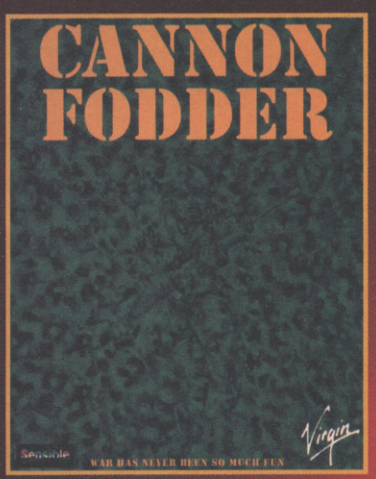
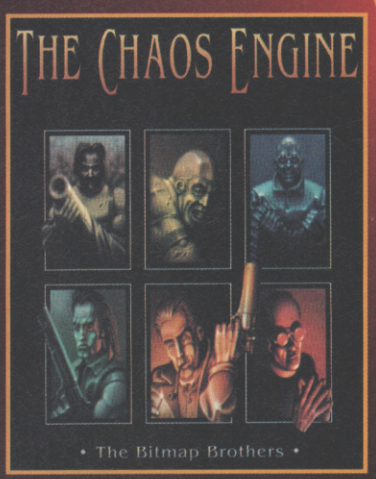
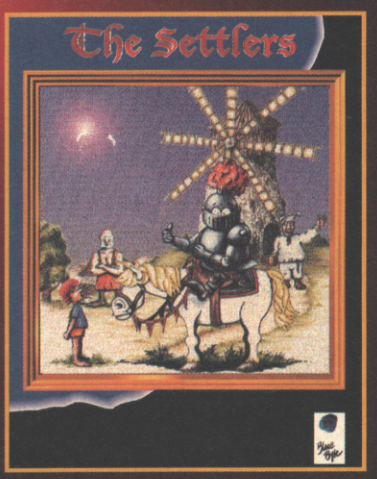


AMIGA





THE ULTIMATE AMIGA COMPILATION IS AVAILABLE
FROM ALL GOOD RETAILERS

RRP £34.99

BEAU JOLLY

Virgin

MYSTERY PUBLICITY PHOTO SPECIAL

We're baffled by not just one, but two photographs this month, both of which have sadly become detached from their explanatory documentation.

The first shows a portable computer with a credit card-sized modem sticking out of the side. But wouldn't it snap off if it brushed against someone's legs on the train, or if one accidentally put a cup of coffee down on it? And why does the world appear to be ending in the background?

The second shows another computer, this time with what looks like an unusually complicated mouse plugged into it. While we've yet to try one out, we'd hesitate to recommend this item to players of, for example, *Zeewolf*, because it looks rather bulky, and *Zeewolf* is unfeasibly difficult enough with an ordinary mouse.

ANOTHER FOOTBALL MANAGEMENT GAME

Lots of stats. Good.

We tried to raise a ragged hurrah when the latest football management simulation fell through the letterbox onto our "Get Lost" doormat, but as only Steve and Paul like them, and as it looks very text heavy, and as it joins the twenty or so other footy manny sims already out there, we couldn't. In its favour though, *The Game* (a provisional title) promises to be very comprehensive. The version we saw certainly had incredible detail on each individual player and there are over 5,000 players rated. Cor.

The Game promises a unique 'kick-by-kick' system for working out all its match results, supposedly providing more accurate game results, plus all the usual features. It will also be fully editable, enabling you to include all your friends in your chosen team. It will work on all Amigas and should be published by Black Legend in early '95. (We've a special feature on football management games for next month, incidentally.)

GOING UNDERGROUND

"Worms," whispered Team 17 to us several months ago, winking knowingly. We thought nothing of it, putting it down to their zany eccentricity.

And then, just the other day, a sheet of paper arrived headed 'Worms'. *Worms*, as it turns out, is a game due for release in April. And it's billed as a cross between *Lemmings* and *Cannon Fodder*, which seems to be a recurring theme this month (see page 16). The *Cannon Fodder* bit is because you've got platoons of worms wriggling about shooting each other, and *Lemmings* because you can give them special abilities like dynamite, grenades and tunnelling equipment. Up to four people 16 with a bit of networking.

Other 'worm' games we can think of include *Wriggler*, a Spectrum maze game by Romantic Robot, and *Fat Worm Blows a Sparky*, by Durrell, also on the

Worms. Or snowmen. There's no way of knowing for sure.

Spectrum. (And Jonathan Nash reminds us of *Worm*, a Sinclair Programs type-in later sold commercially by K-Tel as part of a compilation.) (Oh, and *Earthworm Jim* which our console playing friends seem to

TOP TWENTY CHARTS

1. PREMIER MANAGER 3
Gremlin £26 ★★★★
2. FOOTBALL GLORY
Black Legend £30 ★★★
3. MICRO MACHINES
Codemasters £26 ★★★★
4. MORTAL KOMBAT
Virgin £30 ★★★★★
5. ALIEN BREED: TOWER ASSAULT
Team 17 £20 ★★
6. KICK OFF 3
Anco £30 ★★
7. WINTER OLYMPICS
U.S. Gold £26 ★
8. BEAU JOLLY COMPILATION
Beau Jolly £30 ★★★★
9. SKIDMARKS
Acid £25 ★★★★
10. INTERNATIONAL SENSIBLE SOCCER
Renegade £20 ★★★★★
11. RUFF 'N' TUMBLE
Renegade £26 ★★★★
12. CANNON FODDER
Virgin £30 ★★★★★
13. CIVILIZATION MICROPROSE
£35 ★★★★★
14. FRONTIER: ELITE 2
Gametek £35 ★★★
15. ON THE BALL: WORLD CUP EDITION
Ascon Sports £30 ★★★★★
16. SOCCER KID
Krisalis £30 ★★★★★
17. FIELDS OF GLORY
Microprose £30 ★★
18. CHAMPIONSHIP MANAGER '93
Domark £26 ★★★★
19. WORLD CUP USA '94
U.S. Gold £26 ★
20. PREMIER MANAGER 2
Gremlin £26 ★★★★

TOP FIVE BUDGET CHARTS

1. CHAMPIONSHIP MANAGER: '94 SEASON
Domark £20 ★★★
2. MONKEY ISLAND 2
Kixx £17 ★★★★★
3. CHAMPIONSHIP MANAGER: END OF SEASON
Domark £15 ★★★★
4. ASSASSIN: SPECIAL EDITION
Team 17 £10 ★★★★
5. CORKER'S COMPILATION
Core £10

TOP FIVE CD32 CHARTS

1. RISE OF THE ROBOTS
Mirage/Time Warner £43 ★
2. ARCADE POOL
Team 17 £10 ★★★★★
3. PUTTY SQUAD
System 3 £30 ★★★★★
4. GUARDIAN
Acid £30 ★★★★★
4. UFO: ENEMY UNKNOWN
Microprose £30 ★★★★

The charts are © ELSPA

Let's face it – relations are crap at choosing presents, and the last thing you need is another pack-a-mac that fits into its own pocket. Solve the problem by leaving this casually lying around as we shower you with a sizzlingly seasonal six page guide devoted to the true spirit of Christmas and how to spend...

OTHER PEOPLE'S MONEY

We've said it before and we'll say it again – 90% of everything is a complete waste of time. This is a huge problem when it comes to getting presents from well meaning but ill-informed relatives, especially the older ones who still turn their Sony Trinitrons on ten minutes early "to let it warm up" and call their Panasonic CD/Radio midi systems "the wireless".

You can't blame them of course, after all, they fought in a war for the likes of us, endured the 1950s (surely the dullest decade history) and raised our parents, only to be forced to try and comprehend Rage Against The Machine and *Mortal Kombat*. It can't be easy.

Which is where we come in. It's not their fault that they never read AMIGA POWER, so it's not their fault if they get swayed by pretty packaging and pushy sales people in high street shops. After all, how are they to know that a lovely box, such as *Rise of the Robots* for instance, doesn't necessarily contain a lovely game? What they need is guidance. What they need is a big fat list of games and game related goodies. What they need is CLEARLY DISSEMINATED INFORMATION. What they need is sections devoted to different budgets with fat red marker pen ticks indicating exactly what YOU want. Tell you what, we'll supply the lists if you find a marker pen. Hurry now. We've started.

£1 to £5!

£1

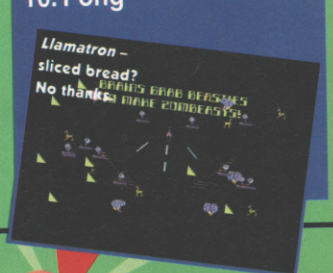
Consoles, as any console owner will tell you, are much better than computers. After all, consoles are cheaper than computers, right? You want to play a game, they argue, you just slap in a cart and away you go. And of course, you get all the big names on consoles, whereas computers get all that non-licenced stuff.

Violence isn't legal in this day and age and is, in this case, unnecessary. You just smile sweetly at them, play a few non-licensed games such as *Syndicate* and *Cannon Fodder* and then pull out a crisp fiver while announcing that you're off to buy anything up to 15 new games for your Amiga. And THEN tell them to choke on it.

The plain fact is that PD is a great source of fun games for the Amiga, and since most PD disks contain a few games and cost less than a quid, it's not even the end of the world if you get a duff one occasionally. To stack the odds in your favour though, to the left are some of PD's finest games:

TOP 10 PD GAMES

1. Gravity Force 2
2. Defender
3. Asteroids
4. Llamatron
5. Super Twintris
6. Black Dawn 2
7. Shanghai '93
8. Scorched Tanks
9. Mad Fighters 1200
10. Pong



£4

Four pounds will buy you the latest copy of AMIGA POWER, which presumably you already have or, more excitingly, a back issue of AP. These are great, not only because you'll see how timelessly fabulous the AP is, but because of the totally awesome coverdisks we've had in the past:

AP39 – Reviews, features plus *GRAVITY FORCE 2*, the finest two player game ever devised by mankind.
AP38 – *Super Obliterator* and *Atom Smasher*, two complete games that are better than most full price games. On a single disk!

£5 to £10!

PUCMAN £6.50 75%

As most budget games are now over the ten pounds mark, it's good to see that there are a few treasures left for less. Augenblick Designs produce this arcade-perfect version of *Pacman* available only from them directly, so go all dewy eyed and nostalgic by sending off to : **Augenblick Designs, 334 Marton Rd, Longlands, Middlesborough, TS4 2NU**

NOVELTY MOUSE MATS £7

What do you give the football management sim fan who thinks he's got everything? Why, a customised mouse mat of course. If you think about it, it's a logical choice, as most management sims are mouse controlled and after a few seasons of vigorous play, the mat's bound to get frayed and dirty, or something. The Logic Shop supplies mouse mats from many (but not all) of the top premier clubs with (and we quote the promotional material here) "your club's badge sealed beneath our tough polycarbonate coating so it won't mark, scratch or fade". Impressed? Then give them a ring on **0992 625323**

SUPERCARS (GBH) £8 89%

In one of those curious and inexplicable moves, the original *Supercars* is heaps better than the sequel, and also a good few quid cheaper now that it's on budget. It's a fairly standard top-down racing game (which seem to be in vogue at the moment) but manages to get that delicate balance between speed and cornering just about right. And you can shoot other cars too, which is always a good thing.

PUTTY (GBH GOLD) £10 86%

Sweet, perfectly formed, well worth 86% and just a little bit too small, *Putty* shows you that there is some life still left in the worn out, washed up world of platform games. You control a character that looks and moves exactly like a blob of blue-tak (or at least like a blob of blue-tak would move if it could) and that sounds like four balloons being tied in granny knots. It's still fresh and funny even after a few years, and although you'll probably finish it in a few days, it's still a top larf.

PARASOL STARS (HIT SQUAD) £10 84%

Rather unfairly, this smasher's destined to go down in history as the "not quite as good sequel to *Rainbow Islands*" which doesn't really do it justice. Okay, so it hasn't got the great rainbow gimmick of its predecessor, but that doesn't stop it being a rippingly great two player arcade stormer. At least I think that's what it said on the back of the box.

LASER SQUAD (BUZZ) £10 84%

Walking round buildings and caves and shooting people is what this is all about, only broken down into its tiniest elements, with each turn, step and gunshot taking valuable movement points. It scored 84% when it came out on budget simply because it's an all time classic game, combining tense atmosphere and corridor-bound shoot fests with the quiet, thoughtful tactics of chess.

MEGA MOTION (KOMPART) £10 78%

Not much to say about this one, other than it's got 100 fiendishly puzzly levels, it involves lots of Newtonian physics and heavy balls on the end of sticks and it's great. It's a tenner for a 78% rated new game, too – not bad.

ARCADE POOL (TEAM 17) £10 91%

And here's another. Team 17 did the right thing when they realised that although their Pool game offers you every conceivable option and variation, it's not actually worth £30. Rather than hacking everyone off and overcharging, they've packed it out at the right price, so hooray for them.

FLY HARDER (BUZZ) £10 90%

And hooray too for Krisalis. They've sparked up their own budget label this year, and one of the first releases was this new reworking of the old *Thrust* game. What looks like an arcade game quickly reveals itself as one of the trickiest, most inertia heavy games around. Which is how we like them here on AP.

AP37 – Our rundown of the best 100 games ever, plus all the best PD games on the coverdisks. Life is rarely so benevolent as to offer you a second crack at this issue.

AP32 – The exclusive *Nipper* game from Graftgold on the coverdisk, the controversial *Cannon Fodder* review and a huge feature on everything that we like in Amiga games. Not without good reason has this been voted the most popular issue of AP of all time.

And so on...

£5

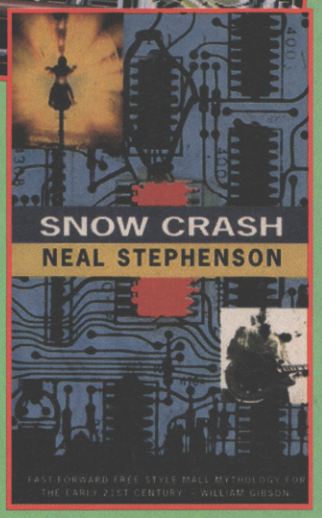
STUNT CAR RACER (Kixx)

Budget games aren't what they used to be you know. Time was when you could get a budget release AND the bus fare home for a fiver, but that's the exception now, rather than the rule.

Thankfully, *Stunt Car Racer* sneaks in at a penny under five quid for a classic 91% rated game of driving, bumping and falling off impossibly tall rollercoaster race tracks. Being written by Sir Geoff Crammond and being serial linkable to another Amiga (so you can race against a friend) are merely bonuses on top of one of the finest games of all time.

SNOW CRASH
by Neal Stephenson, ROC

Life isn't just computers, you know, which is why we recommend a top book for you all to read. BUY and READ this cyberpunky tale of motorbikes, skateboards, hackers and 700mph armoured pitbull terriers, and then bow before the mighty AMIGA POWER for putting you onto such a good thing.



£11 to £20!

APIDYA (TEAM 17) £11 91%

Apidya – silly name, groovy music (considering all game music has now been reclassed the Black Craft of Satan) and plenty of corn field flaura and fauna. In the world of horizontally scrolling shoot-'em-ups, this stands on its own as the only one to feature flies, maggots and wasps. We've been harping on about it for years, and you still haven't bought it.

RESERVOIR DOGS (MCA) £12(ISH)

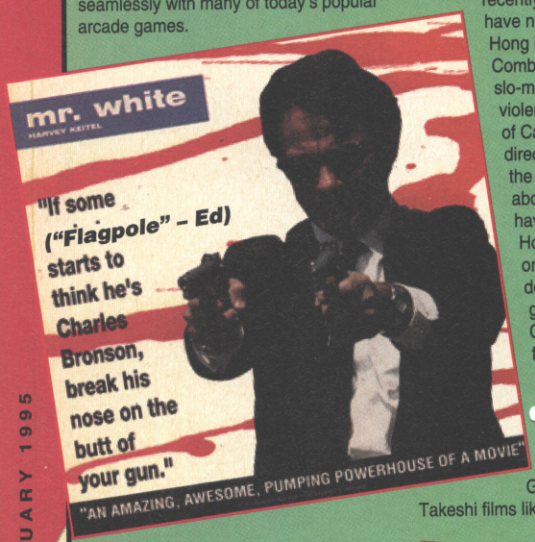
Game music (as we all know) is the festering wound on the rump of all games, so you want something groovy and mellow to accompany your gameplaying entertainment. We find that the Reservoir Dogs soundtrack regularly hits the spot, with its blend of super sounds from the '70s, Steven Wright's laconic drawl and foul-mouthed dialogue sections from the movie blending seamlessly with many of today's popular arcade games.

MOUSE AND MOUSE MAT £13

After much usage, mouse mats always get a bit tatty (unless of course, you believe the promotional blurb on the football mouse mats) and invariably mouses (or mice, or whatever they're called) wear out. But! Conveniently enough, we can offer a solution. Our sister mag Amiga Format is offering a 260dpi resolution mouse *(Eh? – Ed)* plus a neat neoprene mat for a mere £12.99. Call the order hotline on 0225 822511 and experience for yourself the quality of these mouses. Mice. Whatever. It's all do do with microswitches.

MADE IN HONG KONG VIDEOS £13

If you've noticed a lot of bad guys in action movies blazing away with a nine in each hand recently, then you'll have noticed the Hong Kong influence. Combining dreamy slo-mo with ultra violence, a handful of Cantonese directors unknown in the west, but raved about in the east, have shown Hollywood a thing or two about how to do an exciting gunfight on screen. Catch up with the best few from the last couple of years with this new video label, particularly John Woo's The Killer and A Better Tomorrow 2 and Wong Jing's God of Gamblers. But avoid 'Beat' Takeshi films like the plague. They're completely crap.

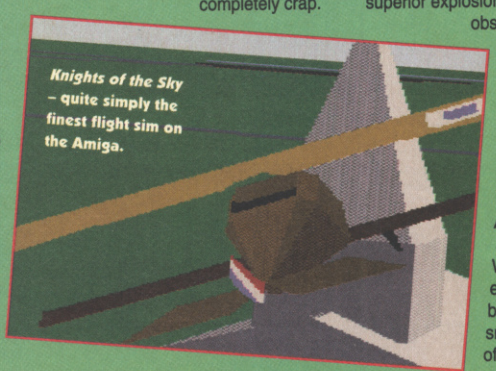


TEENAGER OF THE YEAR (4AD) £12(ISH)

We'd also like to recommend Frank Black's top compilation of groovy non-hits, not just because he used to front the phenomenal Pixies, but also because of the line "We played some pachinko, we played it pacheesi" that pops up out of nowhere. Eliminate game music, then add your own – that's our advice.

KNIGHTS OF THE SKY (KIXX XL) £13 92%

Quite simply the finest flight sim on the Amiga. 'Nuff said.

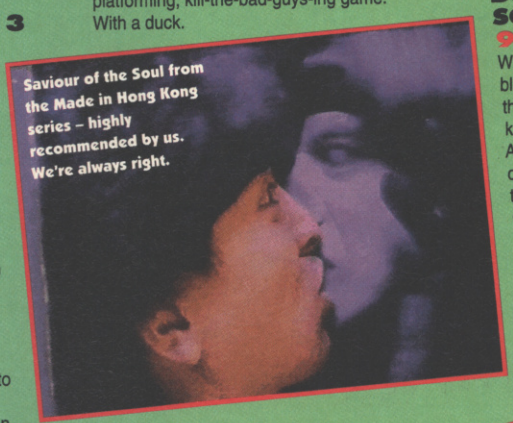


PROJECT X (TEAM 17) £13 86%

If you can't find yourself a copy of the awesome *R-Type 2*, then get *Project X* instead. It's a horizontally scrolling shoot-'em-up. And everything.

QWAK (TEAM 17) £13 88%

Another frantic and fun new game at a seriously honest price. There aren't any rotoscoped backgrounds or 700 million frames of animation, and each level is a screen big, but there's something fabulously playful about this platforming, kill-the-bad-guys-ing game. With a duck.



DESERT STRIKE (HIT SQUAD) £13 91%

Point out to your Mega drive owning friends that you can get a version of *Desert Strike* for 13 quid, and that it's exactly the same as their cart version, only better. Tell them about the improved graphics, beefed up sound and superior explosions and then make obscene hand gestures at them. God, it's good to be smug sometimes.

CHEETAH BUG AND BUG SPECIAL EDITION: AROUND £14

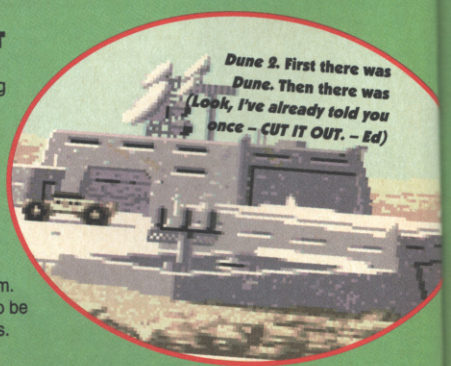
Whether you fancy an ergonomically designed black joystick that fits snugly in your hand and offers you possibly the best control you'll ever get out of a joystick, or all of the above but in lime green with red fire buttons, then the Bug's the one for you. For many years they've been the joystick of choice here at AP Towers, and although they don't actually last that long, (expect total failure within 18 months) they're still worth it.

GRAVIS GAMEPAD: AROUND £15

The only serious contender to the AP fave controller award has been this little beauty, which shamelessly steals its design from the SNES gamepad. With buttons replicating up and down, you'll never again have to suffer tedious 'up to jump' platform game horrors again, and it's the perfect device to play *Gravity Force 2* on, explaining why we love it so. Just throw the screw-in joystick attachment away as soon as you get it. It's useless.

DUNE 2 (HIT SQUAD) £15 91%

Whether you love or hate his blatantly militaristic stance, there's no denying that Cam knows one end of a Colt Arms AR15 from the other. It may be of interest to you then to know that this is his favourite game OF ALL TIME, combining real time combat and tactics with a dreamily simply to use sim-city type base building section. It is, in his own words, the future of computer wargaming. And he should know. Probably.



COMPETITION PRO MINI STICK £15(ISH)

It's just like a Competition Pro joystick, only small enough to fit in the palm of your hand, and it's devastatingly cute. Designed for small children, it's also great for games that require precision control. It's something to do with the microswitches. We think.

JIMMY WHITE'S WHIRLWIND SNOOKER (HIT SQUAD) £15 90%

It's snooker, it's fronted by Jimmy White. It's *Jimmy White's Whirlwind Snooker.*

price must surely be divine intervention, in the same way that not many people buying it is conclusive proof of the ultimate weaknesses of the human mind.

MONKEY ISLAND 2: LE CHUCK'S REVENGE (KIXX) £17 90%

It's years old, and we still haven't seen a point and click adventure game that even comes close to the witty sophistication and all round greatness of this or its predecessor. Forget the rest, buy the best. Oh yes.

PGA TOUR GOLF (HIT SQUAD) £15 80%

It's golf. It covers the PGA Tour. It's...

F1GP (MICROPROSE) £17 92%

According to our AMIGA POWER All Time Top One Hundred, this is the fifth best game on the Amiga, and it's certainly one of the best driving games on any format. Play it on an A1200 and you WILL believe that man can fly.

POPULOUS 2 (HIT SQUAD) £15 90%

First there was *Populous*, and now...

SIM CITY (HIT SQUAD) £17 90%

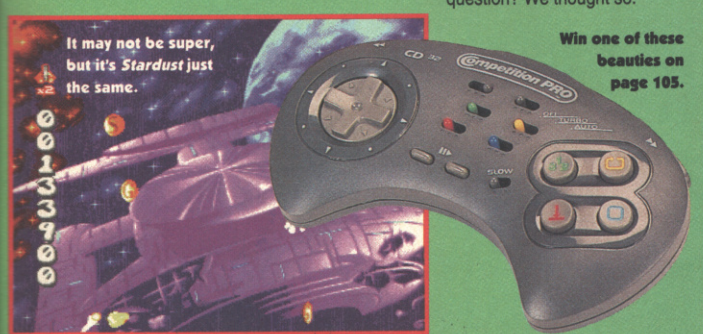
It's *Sim City*. Buy it.

STARDUST (DAZE) £17 89%

It's *Asteroids*. Only with raytraced graphics, a thumping techno *(Tool of the Devil. – Ed)* soundtrack and astonishing tunnel sequences that make people say "Have you seen the astonishing tunnel sequences in *Stardust*?" whenever they meet anyone. The fact that it was released at such a ridiculously sensible

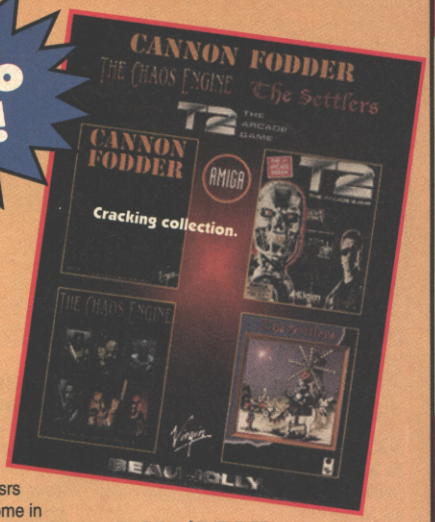
COMPETITION PRO SUPER CD32 JOYPAD £20

Who wants to feel a bit of a prat holding a poorly designed CD32 controller when you can feel like a gaming high-guru with this sturdy, contoured controller in attractive grey plastic? A leading question? We thought so.



Win one of these beauties on page 105.

£25 to £35!



PLAIN LAMBSWOOL JUMPERS (M&S) ABOUT £25

If you're going to get a jumper this Christmas (and let's face it, you probably are) then JD and Steve Faragher both agree that you'd best get one from messrs Marks and Spencer. They come in around about 20 colours and after many years of rigorous consumer testing, have been pronounced "warm enough in winter yet cool enough for summer evenings". Choose the sensible jumpers worn by the AP team. Choose the jumpers of champions.

COMPILATIONS

Done properly, compilations are great because you get a single box packed full of classic games for the price of a single new release. However, most software companies don't do them properly, and prefer to entice you to buy a great game, an okay game and a couple of howling turkeys that you'll play once before throwing the disks into the garden. As with all things listed here, we've skimmed off the best and brought them straight to you:

AWARD WINNERS GOLD EDITION (EMPIRE) £30

You get a pretty wide selection of games in this bundle, with that classic space trader *Elite, Sensible Soccer, Jimmy White's Whirlwind Snooker* and *Zool*. Important things to note are that this version of *Whirlwind Snooker* works on the A1200 (the original didn't) and that it's the 92/93 version of *Sensi*, as opposed to some earlier incarnation. Of the four, *Zool*'s the worst, but only because it's a bit of a ho-hum platform game, so three and a half out of three.

COMBAT CLASSICS 2 (EMPIRE)

A more typical compilation theme is to group a load of like games together, such as this one for instance. *F-19 Stealth Fighter*'s a solidly dependable but unremarkable flight sim, *Silent Service 2* is a ravingly World War Two-ish sub sim that's easy to get into but complex enough to play for years and *Pacific Islands* is a curious but compulsive tank game that's half way between an arcade game and a wargame. All are well worth adding to your collection of what's fine Amiga-wise, so three out of three.

ROY (BEAU JOLLY) £35

It's not actually called Roy of course, but seeing as it's unnamed, we thought we had to call it something. Roy is astonishingly good. At the time we went to press, *Cannon Fodder* was still being sold at full whack, but we understand it'll be out on budget soon. Meanwhile, for a meagre 35 notes, you get *Cannon Fodder*, the trippily fantastic god game *The Settlers* AND *The Chaos Engine*, one of the finest shoot-'em-ups of all time. Okay, so you get *T2-The Arcade Game* too, which is average rather than completely useless, and seeing as any of the first three are worth full price on their own, this is the barg of the century.

FULL PRICE GAMES

Most of these are still in The Bottom Line (coming up next), so to avoid going over the same details twice (and not for instance, that we've drastically overwritten the first half of this feature and are now running out of space), we've just neatly listed the game we think you should own, by game type and everything. We're nice like that.

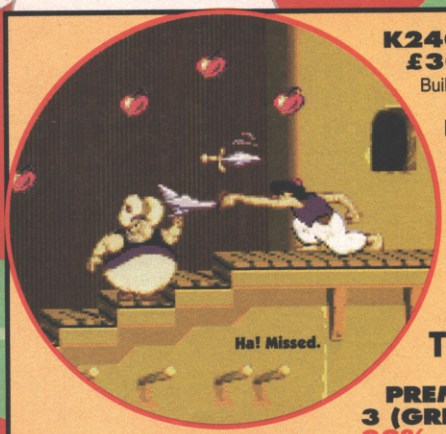
PLATFORM GAMES

Putty Squad A1200 (System 3) £30 91%

Like *Putty*, only bigger, better and exclusively on the A1200./

RUFF 'N' TUMBLE (RENEGADE) £26 88%

A bit easy, but yummy to look at. Sort of *Turrican*-esque, only far cuter.



K240 (GREMLIN) £30 83%
Build things. On an asteroid.

FURY OF THE FURRIES (MINDSCAPE) £26 77%
Umm. Guide furry things across levels. Without building anything.

FOOTBALL THINGS

PREMIER MANAGER 3 (GREMLIN) £26 83%
The best just got better, Ron.

EMPIRE SOCCER (EMPIRE, NATCH) £26 90%
Speedball 2 in shorts – an arcade football masterpiece.

ON THE BALL WORLD CUP (DAZE) £30 85%
Packed full of team members falling in love, tripping over and hitting the bottle. At last, a footy sim with a human face.

SWOS (RENEGADE) RENEGADE £30 95%
It's *Sensible Soccer*, it's a management game. It's the best Amiga game EVER.

FOOTY THINGS

CONVERSE ALL STAR BOOTS £30
Forget those huge white Nikes and Reeboks – they're for little rubber people who haven't learned to shave yet. Chuck Taylor's name is on the side of each and every Converse hightop, indelibly branding them the same way Levi jeans have those little red labels on the back pocket. A timeless classic in the same mould as the Austin Mini and Zippo lighters, Converse will be cool long after everyone's forgotten about torsion bars and inflatable side sections.

GAMES THAT MAKE YOU THINK

THEME PARK (BULLFROG) £30 91%
Build a theme park.

SYNDICATE (BULLFROG) £35 91%
Build a syndicate.

SABRE TEAM CD32/A1200 (KRISALIS) £30 89%
Build a team. With sabres. Or something.

UFO A1200 (MICROPROSE) £35 85%
Build a ring of steel around the entire world.

ALADDIN (VIRGIN) A1200 £30 86%
Like *Aladdin* on the Megadrive. Only on the Amiga.

SECOND SAMURAI (PSYGNOSIS) £30 90%
Like *First Samurai*, only more so, with jet-packs and asteroids and everything.

CLEAN-LIMBED, SPORTY GAMES

PINBALL ILLUSIONS A1200 (21ST CENTURY) 89%
Pinball.

PGA EUROPEAN TOUR GOLF (OCEAN) £26 84%
Golf.

F1 (DOMARK) £26 90%
Cars.

SKIDMARKS (MINDSCAPE) £25 80%
Cars again, only off road this time.

HORRIBLY VIOLENT GAMES

BANSHEE (CORE) A1200/CD32 £26 89%
Planes.

CHAOS ENGINE (RENEGADE) £26 91%
Armed Victorian mercenaries.

CANNON FODDER (VIRGIN) £30 94%
Cute soldiers.

CANNON FODDER 2 (VIRGIN) £30 89%
Cute soldiers. Two.

ZEEWOLF (BINARY ASYLUM/ EMPIRE) £30 90%
Helicopters.

MORTAL KOMBAT (VIRGIN) £30 86%
Butch blokes and scantily clad women.

SUPER STARDUST (TEAM 17) A1200 £30 89%
Spaceships.

APOCALYPSE (VIRGIN) £30 80%
Helicopters.

GUARDIAN (ACID) £30 90%
Spaceships.

CONVERSIONS OF BOARD GAMES

MONOPOLY (SUPERVISION) £28 81%
Monopoly. On the Amiga. Yes.

Over £35!

drives are a very good thing, and we think you should all have one. In fact we couldn't live without ours. Possibly.

CD32 £230

Bundled up with all manner of good things including *Cannon Fodder, Ultimate Body Blows and Project X* (and some truly appaling games too hideous to mention here), the 32 bit wunderconsole is currently the ONLY format on which you can play *Guardian* which, as we all know, is the game of champions.

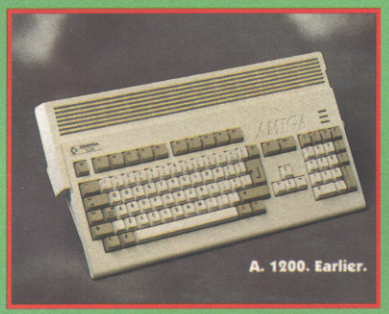
AMIGA A1200 £275 TO £540

Yeah, we know, buying an A1200's easier said than done these days, but assuming that this Commodore management buyout goes ahead right now, then Amigas are only going to start getting produced again round about February. Anyway, one thing's clear to us all, if the Amiga's going to survive, then it's going to survive as an A1200, so grab one if you can. Or get someone else to do it for you, of course.

AMIGA POWER SUBSCRIPTION £40

Yeah, yeah I know, we're promoting ourselves again, but you can't fault us for targeting the audience. You're reading this aren't you? Then you must like us, right? Right? Well anyway, if you buy us at the newstands every month, it'll cost you £47.40 to get twelve issues. A bargain, you might think, but hang on. By paying us a load of dosh all at once (or getting a wealthy relative to do this for Christmas) then you get twelve issues AND a totally great reader subs letter (written by twisted genius Jonathan Nash) for only £40, PLUS a great choice of games including CANNON FODDER 2 and ALADDIN.

Seeing as fans of great games are bound to buy at least one of these games anyway, you're effectively getting a superb game at full price, and 12 copies of AMIGA POWER (the world's best selling Amiga games mag) for a paltry 83 pence each. It doesn't take a degree in astrophysics to work that one out.



A. 1200. Earlier.

EXTERNAL DISK DRIVE £50

Buy an external disk drive and you too can be hugely annoyed when a game that comes on two disks says "Insert Disk 2" even though it's sitting in your second drive. You can also be relieved when most games play effortlessly through with a minimum of disk swapping and hassle. External disk

MCDONNELL DOUGLAS 520N £477,750

For that lad about town, there's nothing better than a top of the range helicopter capable of doing 125 knots. The 520N uses Notar technology, which means no tail rotor. The advantage of this? Well, by blasting exhaust gasses out of the tail instead of having a little rotor at the back, the chances of mangling someone's car when you land in Sainsbury's carpark are drastically reduced. The price may change depending on current dollar/ pound exchange rates, so call up McDonnell Douglas in the USA on 0101 602 891 5504 to book yours today.

AP'S FAVE CHRISTMAS FILMS

Watch them at the pictures or grab them on video, they're all kind of special. Astonishingly, they're all festive too, even Lethal Weapon.

GREMLINS
DIE HARD
NIGHTMARE BEFORE CHRISTMAS
IT'S A WONDERFUL LIFE
THE POSEIDON ADVENTURE
LETHAL WEAPON
THE MUPPET CHRISTMAS CAROL

Dear Santa, for Christmas I would like:

ITEM	PRICE
.....	.....
.....	.....
.....	.....
.....	.....

POSTAGE AND DELIVERY: FREE
TOTAL COST: £

I accept that delivery of said items be conditional on:

- ☐ My being asleep at time of aforementioned delivery.
- ☐ My having not been naughty all year.
- ☐ My chimney having been cleaned within the last quarter by a council approved third party dust and soot extraction executive.
- ☐ My supplying the agent of said delivery sustenance as agreed by both parties and bonded by tradition – to whit – a mince pie, a glass of sherry and a sugar lump for Rudolph.

I declare the information I have given on this form is complete and accurate to the best of my knowledge.

Signature .....

TO BE COMPLETED BY PARENT/GUARDIAN/ WEALTHY RELATIVE

METHOD OF PAYMENT please indicate

☐ ACCESS ☐ VISA ☐ CHEQUES payable to Claus, Claus, McDonalds and Claus Ltd

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Expires..... Signature.....

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Enclose this coupon (and cheque, if applicable) in an envelope to:

S Claus (senior), FREEPOST (BN457), Santa's Grotto, North Pole, AA1 AAA

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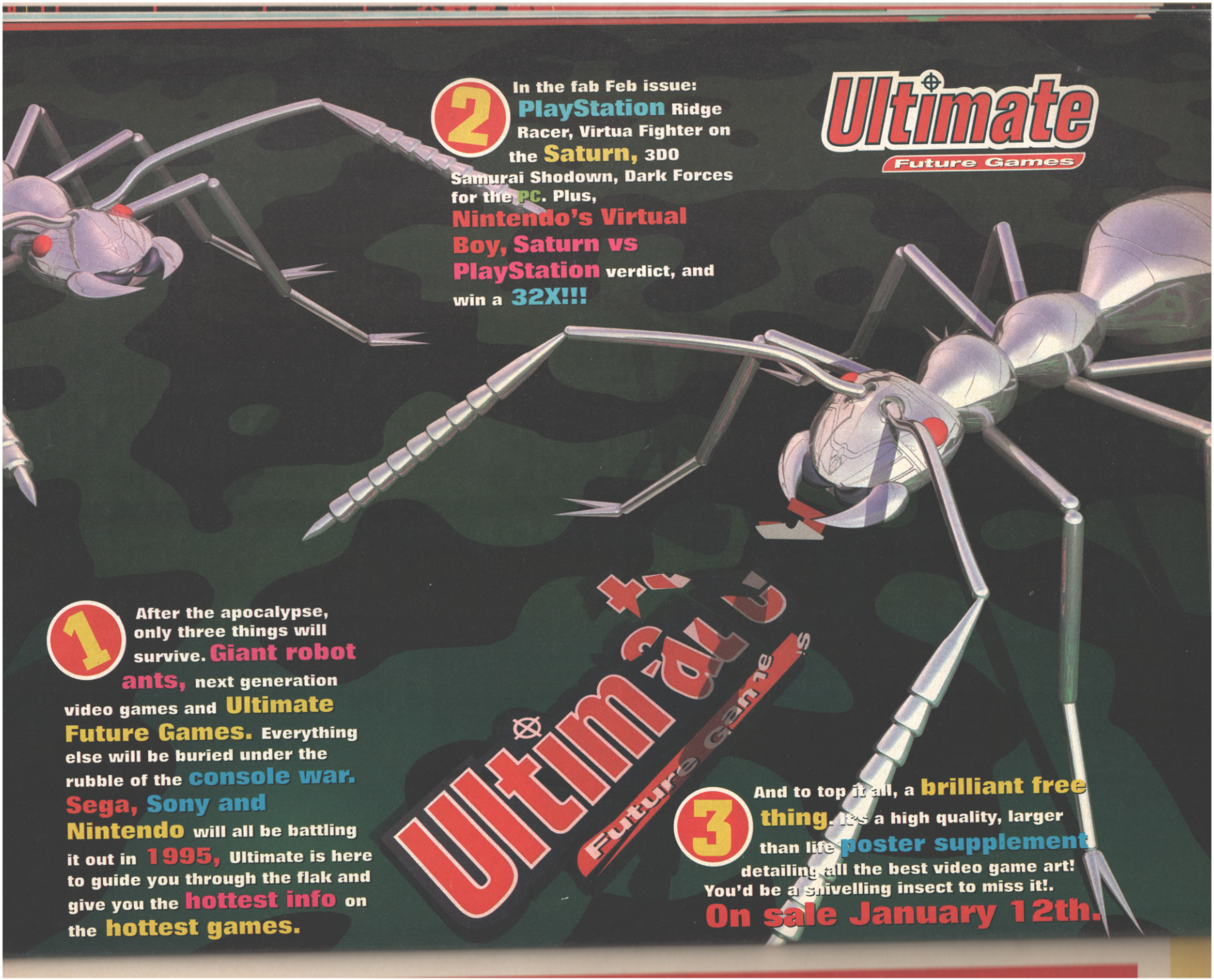

Ultimate
Future Games
2
In the fab Feb issue: PlayStation Ridge Racer, Virtua Fighter on the Saturn, 3DO Samurai Shodown, Dark Forces for the PC. Plus, Nintendo's Virtual Boy, Saturn vs PlayStation verdict, and win a 32X!!!
1
After the apocalypse, only three things will survive. Giant robot ants, next generation video games and Ultimate Future Games. Everything else will be buried under the rubble of the console war. Sega, Sony and Nintendo will all be battling it out in 1995, Ultimate is here to guide you through the flak and give you the hottest info on the hottest games.
Ultimate
Future Games
3
And to top it all, a brilliant free thing. It's a high quality, larger than life poster supplement detailing all the best video game art! You'd be a snivelling insect to miss it!.
On sale January 12th.

THE BOTTOM LINE

Wondering what to spend your hard-begged-for Christmas money on? Read on then, as AMIGA POWER explodes the myths and punctures the egos of the last few months' releases.

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

★★★★★ Essential purchase ★★★★★ A great game
★★★★ Dead good ★★★ Worth considering
★★ Well, we wouldn't buy it ★ Leave on the shelf

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review

and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game that you're even slightly likely to think about buying.

WHO'S WHO CW – Cam Winstanley ● DG – Dave Golder ● JD – Jonathan Davies ● JN– Jonathan Nash ● CL – Chris Lloyd ● RP – Rich Pelley ● SC – Stuart Campbell ● JA – James Attwood ● PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill

ALADDIN
Virgin £30

AP44 86% JD
A handsome conversion of the Mega Drive game, which plays slickly and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-*Cool Spot* platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though.
★★★★

APOCALYPSE
Virgin £30

AP37 80% SC
It's *Choplifter* for the '90s. A straightforward and old fashioned arcade game. It's got pretty scenery, realistic little men to shoot and hostages to rescue and loads of different power-ups to collect. In fact, it conjures up the image of the best Vietnam movie you've never seen. There're only five levels and a limited number of strategies to employ, so it may not have the lastability expected of a game costing thirty quid, but you're only going to finish it in one night if you stay up all night and go bleary-eyed, that's for sure.
★★★★

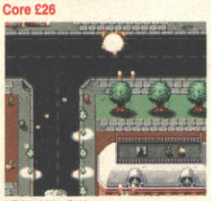
ARCADE POOL
Team 17 £10

AP38 91% JD
It's just like being down the pub with all the lads from Team 17. Only better. Options galore, and great computer opponents. Best of all, check out the Speed Pool.
★★★★★

ARMOUR-GEDDON 2
Psygnosis £30

AP37 57% CW
A tactical war game set in a post-apocalyptic desert or something. You've got to race against time to avoid being slaughtered by a load of genetically deficient mutants from Dundee, or somewhere equally exciting as that. To avoid this embarrassingly horrific scenario, you've got to mine valuable ore that allows you to build tanks and other weapons systems. Control is icky and overly pedantic. Expect predictably high marks from other magazines 'cos it looks good.
★★

BANSHEE A1200
Core £26



AP39 89% CW
SWIV with planes, or *1942* with helicopter and jeep but with planes, or *Dragon Spirit* with planes but with helicopter and jeep but with planes. And good. Graphically quite beautiful in an attractively nasty way (you get to strafe ground troops, who clutch their chests, look up with infinitely sad eyes then jet blood and crumple to the floor) and supremely playable. There are only four levels (the reason it's not a 90%+) but they're long ones, and slightly wider than the screen (so you can dodge around *SWIV* fashion). Plenty of power-ups which are highly selectable, plenty of monsters that are alarmingly competent and altogether rather a lot more fun than that. And no in-game music. Yippee.
★★★★★

BATMAN RETURNS
Gametek £15

AP36 15% SC
Mind-alteringly unpleasant beat-'em-up with appallingly little control and truly shoddy graphics. Harder than *Project-X*, but without the saving grace of looking nice into the bargain You'll never see level three, largely because you'll have died of boredom and won't be bothered to get there.
★

BATTLETOADS
Mindscape £20

AP42 9% RP
Neatly varied but otherwise 91% terrible multi-stage beat-'em-up
★

BENEFACTOR
Psygnosis £26

AP39 57% CW
Basically sound *Lemmings*-ish platform game marred by preposterously (and needlessly) small graphics. It's not as if you have to see so far ahead or anything (and anyway there's an option to scroll the screen if you really feel the need). The argument is that the tiny graphics mean huge levels of vast complexity, which is true, but a brimming mugful of gnawingly stupid flaws whack the gameplay full-bloodedly over the head until it stops squirming feebly and dies. Try these: unspottable traps. Unavoidable monsters. Long falls that kill you. No restart points. Levels that reset when you lose. Mmm. *Benefactor* is only for people who find the idea of trying to jump on to a moving ledge using a control method whereby you hold down fire to jump in a parabolic curve and let go to drop like a weighty rock marvellously appealing.
★★

THE BLUE AND THE GRAY
Impressions £35

AP36 66% SF
Everyday American Civil War wargame, notable only for a strange habit of always making one side much stronger than the other. Dull.
★★★

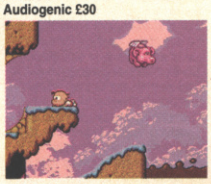
BRIAN THE LION
Psygnosis £30

AP37 42% SC
If you made a list of everything you hated about cute character platform games, then compiled another list of things you really really hated about platform games, you'd be shocked to realise that *Brian the Lion* possesses just about every single category on both lists. It's a shame really. Brian tries really hard to overcome the handicap, his platform world is beautiful and possesses some neat hardware tricks, but it's all to no avail. The lame gameplay is just too much for Brian to overcome, the poor little love. ★

BUBBA 'N' STIX
Core £26

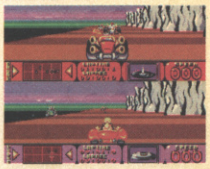
AP34 84 % CW
AP Top 100 No. 59
Redresses the shortage in the games market for inbred morons from the deep South of America. Bubba is our eponymous hero who has to get back to Planet Earth. To help him, he has an intelligent stick, which has the same kind of functions as a Swiss army knife. Both have got to battle through five levels of increasing difficulty. Superb animation and nice little touches put it well above the average platformer.
★★★★

BUBBLE AND SQUEAK A1200
Audiogenic £30



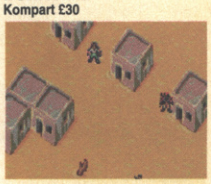
AP40 77% JN
Superior platform game with splendid graphics and unexpectedly good music that involves shooing a stupid blue thing to faraway places so he can help you get across that one dangerous bit. Large (but never empty), varied (there are bonus levels, hidden bits and a shoot-'em-up sub-game) and really very good fun indeed, it's tragically spoiled by needlessly tricky mechanics (it's all too easy for the blue thing to blunder off a ledge when following you) and a foolish hurry-up feature which fills the level with water, so if you make a mistake near the end of a screen, you drown.
★★★★

BUMP 'N' BURN
Grandslam £26



AP40 70% SM
A great idea – *Mario Kart* in the style of Wacky Races – comes apart at the seams due to an inability to grasp what made *Mario Kart* such fun in the first place. The tracks are too long so you spend ages scenery-watching, the competitors bunch together so you spend a few more ages scenery-watching, and you don't even need to use the comedy power-ups as you can pass the other cars by flooring the accelerator. Er, only to see them retaliate by strangely and suspiciously stumbling across convenient turbo-chargers. Mmm. Expansively disappointing.
★★

BURNTIME
Kompart £30



AP40 74% SM
Ugly strategy game involving traipsing around a post-apocalyptic desert and gathering a happy band that will have some chance of survival. It's sort of Mad Maxish (but without the vehicles), sort of Duney (but without the spice stuff), a bit unfair (you'll get killed a lot before you find out where everything is) and endorsed by Greenpeace. It is fun, though. Sort of.
★★★

CAMPAIGN 2
Empire £25

AP34 51% CW
Looked forward to with anticipation, this game proved to be the biggest let down since the failure of Chamberlain to save the Sudetenland. Gets bogged down by overly pedantic battle map graphic details and battle information flashes. Not so much an exciting modern wargame as an unworkable mess.
★★

CANNON FODDER 2
Virgin £30

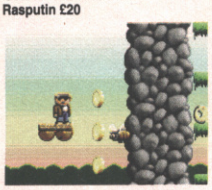
AP44 89% CW
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our muddy, terrified heroes out of the grimly realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but ➤

fighting blobby aliens on blazingly purple planets 'feels' wrong for the game. More importantly, it's outrageously expensive considering there's nothing new in there at all. Still brilliant, but pointedly less so.
★★★★★

CHAOS ENGINE A1200
Mindscape £26

AP34 91%
AP Top 100 No. 29
A1200 upgrade to the ubiquitously adored original. Not too much difference graphically or playability wise, but everything does tend to look 'zingier' and better defined. If you've got the original A500 version, it's not going to be worth your time rushing out and buying this. If not, then what are you waiting for.
★★★★★

CHARLIE J COOL
Rasputin £20

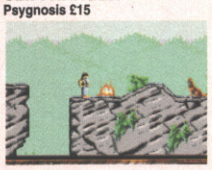


AP43 45% PM
A below-average platform game. ★

CIVILISATION A1200
Kompart £35

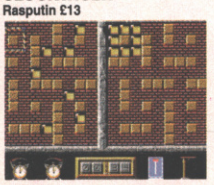
AP34 89% SF
AP Top 100 No. 50
The game that everyone knows about except your mum. Build cities with which to build armies with which to strike down and conquer your enemies. Failing that, embark on a space race and compete against fellow races in a rather boring utopian vision of the world. Whatever you choose, *Civilisation* is an absorbing game made all the more beautiful with the AGA upgrade.
★★★★★

CLIFFHANGER
Psygnosis £15



AP39 19% SF
The world's worst film licence. ★

CLOCKWISER
Rasputin £13



AP40 79% JA
Bricky puzzle game where you have to rotate blocks to recreate a given pattern before time runs out while dealing with the usual complement of bombs, traps, indestructible walls and teleports. Expectedly shoddy graphics, typically annoying gameplay, unsurprisingly terrible learning curve and predictably addictive. Almost *Lego'X*, really. But not quite.
★★★

CLUB FOOTBALL: THE MANAGER
Teque £30

AP43 52% PM
A 2%-above-average football management game. ★

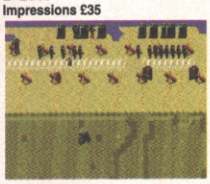
COOL SPOT
Virgin £30

AP34 85% SC
Pretty standard platformer with the accent on 'pretty' and 'standard'. Not as good as either of the console versions, but who cares about that anyway? The main character makes the game. He's Cool, he's got no eyes and no matter what you try to make him do, he always does it in an inimitably cool fashion.
★★★★

CRYSTAL DRAGON
Black Legend £30

AP44 38% PM
Pick an RPG, any RPG – it's more than likely to be better than this redundant *Dungeon Master* clone.
★★

D-DAY
Impressions £35



AP40 51% JD
Impressions seem bizarrely proud of their jealously guarded Micro Miniatures construction kit, and here's another wargame to make Dave Golder so glad it hasn't been released in a SEUCK-like manner. Every popularly held prejudice against wargames is confirmed by *D-Day*, and it takes as its starting point the day of the landings, so robbing you of any chance to do it yourself. (Surely the main attraction for restaging historic battles). Barely passable for fans of brain-haemorrhagingly tedious number-crunching, slightly more tolerable if you also enjoy playing with impossibly small graphics that are the same colour as the main map.★

DANGEROUS STREETS CD32
Flair £26

AP35 3% SC
One of the worst games we've ever seen and it was used to promote the CD32. Aaargh. Luckily Commodore have seen the error of their ways. Stunningly poor gameplay, stunningly poor graphics and stunningly poor sound. Alternative recommendations for use of the CD that the game comes supplied on are; burning, scratching, hammering and breaking.★

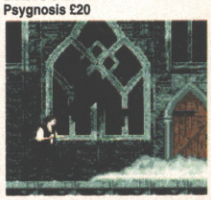
DARKMERE
Core £30

AP37 69% JD
It's an RPG with no distinguishing characteristics other than pretty graphics. The main focus of the game though, rather than the pretty graphics, is the menu system which you use to issue commands and the like. The plot is weaker than standard RPGs' (which are usually weaker than a weak thing) and that is basically the game's downfall. Staunch RPG fans will love it for the cute edible bunny rabbits.
★★★

DENNIS
Ocean £26

AP34 8% SC
Impeccably impressive platformer. It's just that the impression it makes is one of utter disbelief that Ocean could foist such drivel on an unsuspecting public. Unsaving graces are the poor graphics, poor collision detection, poor design and poorer than poverty stricken gameplay. One to make you look at Ocean with suspicious menace. ★

DRACULA
Psygnosis £20



AP39 14% JD
The world's other worst film licence.
★

ELFMANIA
Renegade £26

AP39 61% SC
Pretty but vastly disappointing beat-'em-up with no sense of weight to the characters and a perfectly dreadful method of performing special moves that might as well light up a neon sign above your head saying, "Look out, other player – I'm about to perform a special move." There's a clever bit where you're fighting for money so you can hire a better character, but it all goes disastrously wrong in practice because the figures are fiddled to prevent you having a reasonable stable of fighters. And the tough people are so tough (and the weak ones so weak) that the fights are horribly unbalanced. The worst thing is, we said all this at the preview stage, but the programmers have taken not a jot of notice. Fools.
★★

EMBRYO
Black Legend £26

AP43 62% CW
Potentially staggering 3D flight sim (sort of like *Guardian*: ie, *3D Defender*) which blows it completely by having monsters that are far, far too tough. It's amazing no one picked up on this – it really does kill the game stone dead. And there's all that attention to detail and the serial-link option as well. Wasted. Utterly, utterly wasted. The A1200 version scored 70% for additional speed, but it really just highlights the missed opportunity. ★★

EMPIRE SOCCER
Empire £26

AP40 90% SM
If *Sensi* is the big red Routemaster of football games, then *Empi* is the hardy commuter running along behind, forever off-balance and leaning forwards in a futile attempt to catch hold of the metal pole, never quite managing it but putting up a passenger-pleasing, sprinty try all the same. It's nothing at all like 'real' football, instead concentrating on top Robo Hunter story Football Crazy-like special moves such as banana shots which curve through 90° and powerdrives which horribly injure the keeper. The pitch is short and square, you can take out three people with a sliding tackle and it's riddled with small and endearingly silly bugs (throw-ins and corners are more or less randomly allocated regardless of the team at fault), and it is, really and truly, *Speedball 2* in shorts. There's no doubt about it, this is certainly one of the top five games of 1994.
★★★★★

F1
Domark £26

AP34 90% SM
AP Top 100 No. 16
Rewritten version of *Vroom*. Now includes a split screen two player option. Runs at a full 25 frame update in 'Turbo' mode on an A500 and an astounding 50 frame update on an A1200. *F1* is without a doubt the fastest racer on the market and the best thing of all is that gameplay and handleability are not sacrificed despite the speed. If you're in the market for a seriously good, seriously fast racer, or the tyres on your other racing games are starting to go off and look a bit tired after years and years of high speed, redlining engine-revving action, buy this little beauty. It's one of those games that quite literally blows away the competition.
★★★★★

FATMAN
Black Legend £26

AP34 A500 66% A1200 66% JD
Zany Hungarian platformer. Despite the humour, the game is blighted by the lack of inertia in the eponymous hero. Not very polished in the gameplay front and there're sure to be some tortured souls out there who'll take offence at the tastelessness of poking fun at fat people. We think that it's not quite a load of old tat, but it's definitely close.
★★★

FIELDS OF GLORY
Microprose £30 (£35 AGA)

AP44 61% CW
Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog Of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. Mmmm.
★★

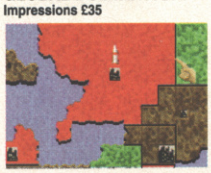
FLY HARDER
Buzz £10

AP36 90% CW
CD32 £15 72% SC
Great *Thrust* derivative that's included here despite being a budget game because (a) it's so good, and (b) it's an original CD32 game as well. Get it on floppy, though, because it's so ferociously hard that playing it with a keyboard is your only chance of success.
★★★★★

FURY OF THE FURRIES
Mindscape £26

AP34 77% CW
AP Top 100 No. 65
Probably the dumbest name ever invented for a game. Despite that, the gameplay really makes this platform cum adventure game a winner. Much like *The Lost Vikings*, the skills of the main character decide what can and can't be done. Unlike *Lost Vikings* with their individual skills, the character can switch between skills and use them to traverse various obstacles. Crazy bonkers French game.
★★★★

GLOBAL DOMINATION
Impressions £35



AP34 67% CW
The board game Risk is the inspiration for this computer strategy game that feels like a board game. Like Risk the aim of the game is to build up armies capable of invading and holding onto other peoples' countries. It diversifies from Risk with the addition of movement limitations and army building restrictions. Despite this, it doesn't quite hold the same appeal as the age old classic and at £35 is globally overpriced.
★★★

GOBLINS 3
Coktel Vision £35

AP34 77% JN
Features some of the most appealingly useless characters ever seen in a point and click puzzler. Your role is more of a godlike overseer rather than any particular character, with your main task being to help Blount, the crap reporter research a story. Brilliant presentation peppered with beautiful animation and spot sound effect make this a non-stop comic bonanza which should have you laughing all the way to nowhere in particular, until you reach the bank that is.
★★★

GUARDIAN CD32
Acid Software £30

AP43 90% JD
Defender. In first-person 3D. On the CD32. Buy it. Because you know we're right.
★★★★★

HEIMDALL 2
Core £35

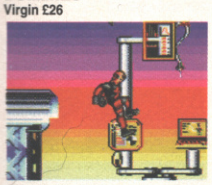
AP37 79% SM
A 3D-Isometric RPG which despite the hype and overly high scores in certain other magazines, does nothing to push back the bounds of this type of game; a major quest broken down into sub-quests which have to be completed before you can proceed. Some of the puzzles involved are simple, others are convoluted, and others are just downright impossible. It'll take a long time to complete, but doesn't offer enough to justify the exorbitant price of thirty five quid.
★★★★

IMPOSSIBLE MISSION 2025
Microprose £35

AP39 75% SC
Not so much a sequel, more a game suspiciously similar to the round of uninspired platformers that came out about the same time as the first *Impossible Mission*. Microprose's infinite wisdom has it that the tightly

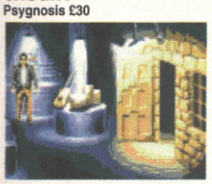
focused, puzzle-oriented gameplay of the original was a Bad Thing, so *Impossible Mission 2025* sprawls formlessly and concentrates on silly feats of leaping which are made pointlessly more difficult by the inflexible jump mechanism. What puzzles there are are more than slightly dull, and not even the new power-ups (like handy shields and a fab jetpack) enliven the action. Damningly, the most entertaining thing about this game is the C64-perfect original *Impossible Mission* you get with it.
★★★

INCREDIBLE CRASH DUMMIES
Virgin £26



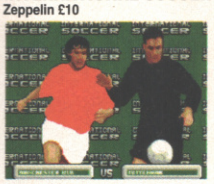
AP39 52% SM
A platform game. With guns. And dummies. That lose limbs. And then regain them. With unbearably predictable consequences. It's not very good. Really.
★★

INNOCENT UNTIL CAUGHT
Psygnosis £30



AP35 81% CW
Psygnosis make an attempt at usurping *Monkey Island*, both for humour and likeability with their not so heroic hero, Jack T Ladd. Point and click adventure with some less than standard features, adds to the flavour of this inter-galactic romp. Your hero has only 28 days to cough up the equivalent of a planet's debt or else it's the equivalent of the Inland Revenue's Death Star. Recommendable. ★★★★

INTERNATIONAL SOCCER
Zeppelin £10



AP38 23% JD
Worth buying if only for the comedy factor. You and a friend will hoot with laughter at the derisory speed of some of your players. Other than that it's crap. ★

ISHAR 3
Daze £33

AP41 50% CW
Entirely uninspired first-person perspective RPG which is still living in 1985 (walk around some mazes, find someone, walk around some more mazes to find the object that someone wants, return it to be told someone else is waiting for you in another maze) and chokes any chance of excitement with barely noticeable character interaction (non-plot vital citizens are just scenery) and extremely dull fights. Does all the wrong stuff with external and hard drives as well. The fact you can load in your favourite party from the prequels sort of gives away the lack of interest in mass appeal, but that doesn't excuse the overwhelming tedium of it all.
★★

JAMES POND 3
Millennium £30

AP38 46% SC
Touted as 'the best platformer ever', this sadly fails to deliver. Although it's huge and there are loads of secret rooms which should offer loads of potential, it's very annoying to play. There's even a (dramatic gasp) slippy-slidey ice world. No, no, no.
★★

JET STRIKE CD32
Kompart £26

AP42 81% CW
The control problems and disk accessing time, which foxed the original version's high-octane air-to-air and air-to-ground fireball antics, have here been eliminated, which is a Good Thing. The in-game tunes have been replaced by some actual musical numbers with singing and everything, which is a Crime Against Humanity. Apart from that, exactly the same mixture of disturbingly realistic plane specs (down to the engine noise, apparently) and laughingly hopeless handling. Charmingly PD (the programmer's obviously done everything, including graphics and speech) and, curiously, excellent fun.
★★★★

K240
Gremlin £30

AP37 83% SM
Utopia got a good rating from AP first time round. *K240* is basically *Utopia 2*. And what an improvement over the original it is. *Sim-City* meets *Populous* set in an asteroid cloud in space. Your job is to mine and explore the asteroids in sector K240. This would all be hunky dory and rather dull, apart from the fact that there are aliens out there set on blowing your plans and your asteroids to smithereens. It's a race to mine enough ore to build enough ships to go out there and push the enemy's face in. And there's nothing quite like the feeling of destroying the enemy's asteroids, that's for certain.
★★★★

KICK OFF 3
Anco £26

AP40 69% SM
At least they've tried to be different: the absence of Dino Dini has also spelt the end of the pinball feel to this series. But it's all a bit of a mess. The game forces you to use a two-button joystick (otherwise you can't pass accurately), the scrolling is genuinely sickeningly jerky, the graphics and 'feel' are hugely shabby (silence when you score, laughably inappropriate animation, no second drive recognition and the muddled front end spring easily to mind) and you just want to be playing *Wembley International Soccer* for the whole time you're squabbling with it.
★★

KID CHAOS
Ocean £26

AP41 71% JD
Oh, how we wept into our mugs of unpleasant chocolate. Apparently the programmers of this game turned up on Ocean's doorstep with an exact copy of *Sonic the Hedgehog*, but in the inevitable legally sensible flurry of changes something terrible happened. In crept over-enthusiastic momentum, stupid obstacles that stop you running at speed (so why have such fast scrolling?) and unspottable traps, trampling all over the great vandalism-based gameplay and atypically imaginative level designs. Grrrr.
★★★

KING'S QUEST 6
Sierra £35

AP41 70% JD
Point-and-click adventure that, while being large and involved, is also guilty of just about every point-and-click crime: tiny objects (with a cursor that doesn't point them out), deaths (and sudden deaths at that), endless screens of text, terrible jokes and no improvement in the cloddish control method despite three years having passed since Part 5.
★★★

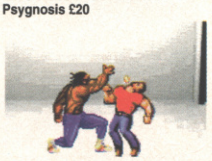
LABYRINTH OF TIME
Electronic Arts

AP35 CD32 47% CW
Imagine one of the most beautiful slide shows that you've ever seen on an Amiga. Then imagine a less interactive slide show. That just about sums up *Labyrinth*. You've got to save the earth or something equally as paltry and explore a connecting maze at the same time. Nothing can hide the fact that there's no gameplay, no atmosphere, and ultimately, no reason at all whatsoever to play the thing. ★

LAMBORGHINI AMERICAN CHALLENGE
Titus £25

AP34 74% A500 80% A1200 SF
Crazy Cars 3 with a Lamborghini. Race over 15 different circuits dispersed over the whole of the US of A. Earn money by winning races and gambling on the outcome. Spend the money on upgrading the car with the usual run of the mill improvements like new tyres and gearboxes etc. It's not anything you haven't seen before, but it's still capable of firing you up on all cylinders. ★★★★

LAST ACTION HERO
Psygnosis £20



AP39 3% SC
The world's other other worst film licence. ★

LEGACY OF SORASIL
Gremlin £26

AP36 80% SM
Look, it's *Hero Quest 2*, all right? Perfectly fine and fun RPG hack-'em-up as it goes, but why not try *Sabre Team A1200* or *Laser Squad* (still) for something a bit zingier?
★★★

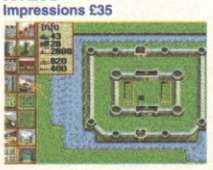
LIBERATION A1200
Mindscape £30

AP36 89% SM
AP Top 100 No. 33
They said it couldn't be done, but it jolly well could you know because A500/600/1200 owners with 1.3 mb of free RAM can now play Tony Crowther's CD32 blockbuster from humble floppies. Apart from the sound, there's very little discernible difference between the CD32 and A1200 versions, and although the non-AGA machines simplify the graphics somewhat, the massive city with its captivating gameplay (cheers) remains pretty much intact.
★★★★★

LITIL DIVIL CD32
Gremlin £30

AP42 22% JN
Yes, you've heard the line hundreds of times before, but this time we're using it and we're great, so shut up. This game's graphics are cartoon quality, and the artists should seriously consider getting into animation. The look, the characterisation, the gags and (most importantly) the timing are impeccable. The game though is one club-footed step beyond the wretched *Dragon's Lair*, in that you have full control over your 'divil' but end up playing (dishonestly hard) *3D Maze*, *Simon* and *Frogger*. Sigh. ★

LORDS OF THE REALM A1200
Impressions £35



AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy and then kill hundreds of people in a neighbouring county because they looked at you funny. High feeling of involvement and gratifyingly complicated, but it's not going to win any converts to the cause.
★★★★

MAELSTROM
Empire £35

AP35 72% SM
A space opera management game which may well appeal to science fiction fans. Lots of groovy stuff in here to get your teeth into. You are overlord of the most strategic planet in the galaxy. The big bad empire are out to conquer you. You must defend yourself effectively or else it's curtains. Gameplay is somewhat hindered by silly names and lack of an undo feature on the options.
★★★

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS
Krisalis £30

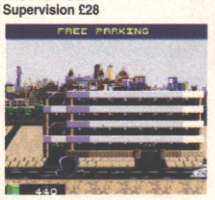
AP36 62% (A1200 63%) SC
It's *Sensible Soccer*, but for *Kick Off* fans. Hmmm.
★★★

MEGA MOTION
Black Legend £10

AP35 75% SM
An original if somewhat hard to categorise puzzle game. 100 levels grouped into four difficulty types provides a nice balance for children and adults. Guide a Newtonian kinetic mimetic 'thing' to an exit. In between there are fiendishly placed obstacles and bombs in your path which have to be negotiated and blown up. The down side is that once a level has been completed, you're not going to go back to it.
★★★

MICROCOSM CD32
Psygnosis £45
AP36 44% SC
Hugely disappointing rehash of *Space Harrier* that's neither as pretty as we'd hoped or as interactive as we'd been told. The animated intro's impressive, but 45 quid is about a fiver for every minute's entertainment this'll give you before you get utterly bored. ★

MONOPOLY
Supervision £28



AP38 81% SC
A surprisingly fun version of the board game classic, made exciting by the character-filled opponents such as Lord Topper, Bosun Barnacle and Mobile Michael. Gather the family around your computer and force the loser to make cups of tea for £500 Monopoly money.
★★★★

MR NUTZ
Ocean £26

AP38 80% SC
Although it's rather sprawling and seems sometimes aimless, this is nonetheless a well programmed and entertaining platformer. Mr Nutz is a squirrel out to save the world, or something like that. This *Mario*-esque adventure will give you hours of fun. If you like that kind of thing.
★★★★

NAUGHTY ONES
Interactivision £26

AP36 90% SC
AP Top 100 No. 47
A fabulously loveable single-screen arcade platformer following in the traditions of *Bubble Bobble*, *Parasol Stars* etc. Dozens of stages, formidable difficulty and lovely to play. Just the way we like 'em.
★★★★★

ON THE BALL WORLD CUP EDITION
Daze £30 (£33 AGA)

AP41 85% SF
At last – someone's actually sat down and worked out that what football management games need is a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match tipple with them). A distinct lack of numbers helps the game bounce along, and the all-round polish and attention to detail (not to mention solid management algorithms) puts this at the top of any wants list.
★★★★

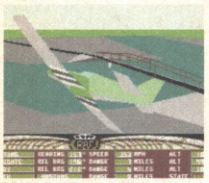
ON THE BALL LEAGUE EDITION
Daze £30

AP43 71% SF
The World Cup Edition game, but, insanely, minus all the human interest bits. In their place you get numbery management bits, the lack of which made the original so good in the first place. Foing!
★★★

OUT TO LUNCH A1200
Mindscape £25

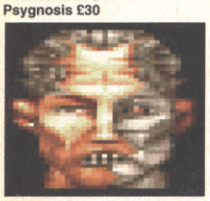
AP39 76% JD
Despite being a platformer, and despite having a Slippy-Slidey Ice World on the first level, and despite forcing you to go looking for weapons at the start of each screen, an entertainingly playable(ish) and rewardingly difficult(ish) game with Pierre the Chef, the cutest hero ever in the history of all things. Frankly, it's Pierre and the other characters who really make the game (there's nothing here you've not seen before) but they do it with such pânache that you can't help but enjoy yourself. And the bit where the anthropomorphic salmonella absorbs your oh-so-lovable chef whole is truly gruesome.
★★★

OVERLORD
Virgin £30



AP43 88% JD
Multitudinously viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight. Controls are a bit clunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Enormous fun. Substantially faster on an A1200.
★★★★

PERIHELION
Psygnosis £30



AP36 77% CL
Overwhelmingly orange RPG, a bit like a less-accessible version of *Laser Squad*. The graphics are pretty (in an orange kind of way), the onscreen text's a bit difficult to read (because of all the orange, probably), and the gameplay's a bit orange. Er, unoriginal. But it's okay. If you like fruity colours, etc.
★★★

PGA EUROPEAN TOUR GOLF
Ocean £26 (£28 AGA)

AP43 84% JN
Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and tested press-for-power-press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though.
★★★★

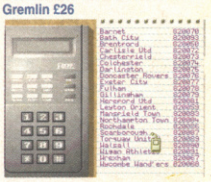
PINBALL ILLUSIONS (AGA)
21st Century £30

AP43 89% JD
It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chucked one away for not being good enough. So your £30 nets you exactly three tables. All good stuff, natch, but no vast improvement over *Pinball Fantasies*.
★★★★

PIRATES! GOLD CD32
Microprose £30

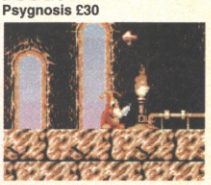
AP 35 74% SC
Yo ho ho and a bottle of rum, pieces of eight and shiver me timbers, are all phrases which will slip off your tongue when you play *Pirates! Gold*. It's basically just a re-release of *Pirates!* with tarted up graphics. Despite the basic framework, it manages to hoist your mainbrace and rope you into its rigging. Certain aspects are unnecessarily tedious and the combat system is too simple. Despite that, it's still a jig of a game.
★★★

PREMIER MANAGER 3
Gremlin £26



AP44 83% SF
Zenith of stats-based footy manny games (probably) but one that suffers ironically from the depth of its cleverness. A sort of remix of the previous games in the series with all the clumsy bits ironed out, *PM3*'s sole gimmick is its *SWOS*-like adjustable player positions. But unlike *SWOS* you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thunkingly solid fun.
★★★★

PUGGSY
Psygnosis £30



AP36 40% SM
Did someone say *'Puggsy'*? Crapsy, is more like it. ★

PUTTY SQUAD A1200
System 3 £30
AP41 91% CW
Visually, aurally and conceptually gloriously inventive platform game with exactly the right mix of gags, guns, gullible cats with rubber stomachs and gameplay. Slither, bobble and dance-to-DJ-Uncle-Ted your way through fifty levels of disturbingly Apocalypse Now-inspired nonsense, hitting monsters with your blue putty fists and swallowing their souls with your amazing absorb-o-power. Easily the best platformer since *Yo! Joe!* and an object lesson in how to do a sequel properly. Bonus points for including a sample from Screwball Squirrel (Tex Avery, 1944) as well. Or possibly not.
★★★★★

QUIK
Titus £20

AP40 58% CW
Stunningly average platform game affording nothing new whatever and rapidly becoming very annoying indeed.
★★

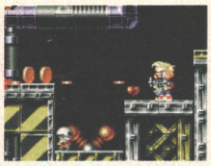
REUNION (AGA)
Grandslam £35

AP43 81% CW
Current thinking in junk mail circles eschews the blanket approach, concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. *Reunion*'s a bit like that (except it's not rubbish) – it's a *Dune*-ish buildy things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxteth – you'll love it.
★★★★

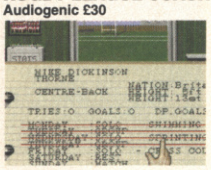
ROBINSON'S REQUIEM
Daze £35

AP43 39% RP
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable with the cheat mode active, because then you can cut out the endless perambulation. The gimmick's that you have to keep in trim in the face of disease, but it's hardly worth the wait. ★

RUFF 'N' TUMBLE
Renegade £26
AP42 88% JD
Platform game with guns that's appallingly difficult, but rigidly fair with it. Lovely reversals (your small cute child packs a machine-pistol; the denizens of the typical platform levels – woodlands, underwater caverns and the like – are armour-plated and fire barbed harpoons), excitingly cataclysmic power-ups, very (but workably) tricky layouts and angrily playable. 'Challenging' is probably the word we're looking for.
★★★★



RUGBY LEAGUE COACH
Audiogenic £30



AP43 62% PM
A football management game, but about rugby league. Oddly, you don't get any match analysis, so you don't know what you did wrong when you lose and have to fumble around to fix it. Worth a look for the novelty, though.
★★★

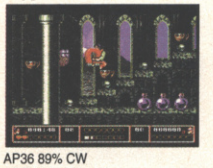
THE RYDER CUP A1200
Ocean £30

AP35 77% CW
The *Ishar 2* of golf games. You'd never guess it from the name, but this covers the annual tournament between the golfers of Europe and the loud-mouthed cap-toothed prima donnas of America; the Ryder cup. The tournament inclusion lets you play with and against your friends in teams. Golf purists and other sensible trouser-wearers would probably be best advised to search out Nick Faldo's computer golf incarnation.
★★★

SABRE TEAM A1200
Krisalis £30

AP35 89% CW
AP Top 100 No. 45
A *Laser Squad* variant, but this time using real computer people. *(er, sort of. – Ed)* Not only does it look better than the aforementioned game due to the AGA enhanced graphics, it also plays better. Movement is now much quicker and a whole mission can be played proficiently in about an hour or so. Considering the action, strategy and planning required, this is one game that will be greatly enhanced by the release of extra mission disks. We're holding our breath.
★★★★★

SECOND SAMURAI A1200
Psygnosis £30



AP36 89% CW
AP Top 100 No. 19
Different to, but not noticeably better or worse than, the ordinary A500 version. But that doesn't work on A1200s, so if you've got one and you want to play *Second Samurai*, get this version.
★★★★★

SENSIBLE WORLD OF SOCCER
Renegade £30

AP44 95% JD
Sensible Soccer, but with management, but for *Sensible Soccer* fans. It's not *Sensi* meets *On The Ball World Cup*, but you are empowered with phenomenal abilities. That to command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old *Sensi*, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.
★★★★★

SIERRA SOCCER
Sierra £25

AP38 62% SM
An interesting copy of *Striker* (allegedly) that is sadly flawed by one or two bugs. The computer frustratingly switches between your players as it tries to decide which is nearest the ball and the whistle may blow in between you hitting a penalty and the ball going into the net. Annoying.
★★★

SIM CITY 2000 A1200
Maxis £40

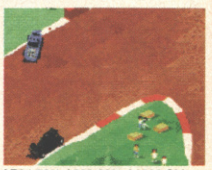
AP44 85% PM
An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interlace-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park*, if you've got the kit.
★★★★★

SIMON THE SORCERER
Adventure Soft £35

AP34 69% JD
Point and click adventure with a 'spot the fairy tale' feel about it. Suffers from the usual 'interactive' pitfalls i.e. you spend a lot of time scanning the screen with the pointer to see if anything registers. Peppered throughout with utterly forgettable jokes and suffers from the early text adventure syndrome of 'can't do that' messages. Fans of the Brothers Grimm and CS Lewis may like it. Everyone else should avoid.
★★★

SIMON THE SORCERER CD32
Adventure Soft £35
AP42 57% JN
Exactly the same game as the A1200 version – all the poor jokes, all the pointless wandering, all the fantastic graphics, all the obvious puzzles – but this time with speech. Greatly annoying speech that's compulsory and bugged at that. One to acknowledge as a breakthrough game following *Darkseed* into unexplored 'talkie' territory, if not to actually buy.
★★

SKIDMARKS
Acid £25

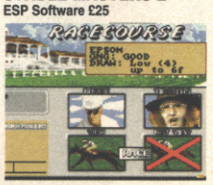


AP34 78% A500 80% A1200 SM
Fantastic little racing game completely written in Blitz Basic. Race over twelve tracks generated using the painful sounding quadratic-B-splines. The cars have a character all of their own due to the number of frames used to draw them. A1200 owners are catered for with an AGA enhancement disk. Handling is good, and racing against several human opponents takes it to a new dimension.
★★★★

SNAPPERAZZI
Alternative £20

AP34 36% SM
Not good enough to be considered run-of-the-mill. This platformer puts you in charge of a demented looking tabloid reporter who has to snap celebrities for a living. The gameplay requires pixel perfect positioning and is further decremented by a nauseating colour cycling background. All in all, one to be missed even at the super soaraway price of £20. ★

STABLE MASTERS 2
ESP Software £25



AP38 58% SM
A sort of football management sim for horse fanciers, *SM2* gives you the chance to race the horses you've trained, collect the prize money (or not) and bet on yourself. The down side is wading through all the statistics, which is tedious if you're not a big fan of the gee-gees.
★★★

STARLORD
Microprose £35

AP43 51% SF
Conquer-the-universe larks a-plenty type of strategy game with an altogether slipshod approach to control and presentation, and an extraordinarily terrible combat

sequence (that, fortunately, you can skip). They should have dropped it altogether to concentrate on the strat side. ★★

STAR TREK A1200
Interplay £35

AP34 62% DG
Even the most die-hard of fans will find this 25 year tribute disappointing. It's for A1200's with hard drives only. While this should have made the game nice and complex and able to run like a peach, it all comes down to the fact that the game is a series of mini adventures none of which offer enough to whet your interest beyond being slightly bored.
★★★

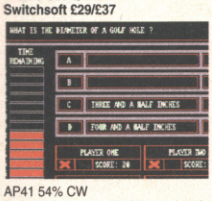
SUPER METHANE BROTHERS
Apache £26

AP39 72% SM
Bit of a tricky one, this. It's *Bubble Bobble*, but with vacuum cleaners that fatally squirt the monsters against walls. But, er, it's not very good. And we can't really put our collective finger on the reason why. Structurally, it's identical to the much-loved dinosaur/soapy envelope original (120 levels, mini-bosses, tricky bonuses, secret rooms) and many of the screen layouts are unsportingly similar, but it's not *there*. Um. Maybe it's the lack of continues (or any kind of restart points) or the fact it's all so numbingly easy. But probably not. It's okay. Ish. Basically. (Or maybe *Bubble Bobble* wasn't actually that wonderful all along.)
★★

SUPER STARDUST A1200
Team 17 £30

AP42 89% JN
Stardust, fairly obviously, but on the A1200, equally obviously, which means better graphics, better sound, faster tunnels, bigger asteroids, underwater *Thrust* sub-games and keyboard control. Fabulously lovely in every respect, except (especially bizarrely considering the embolismingly hard A500 version) it's far, far too easy – we suspect Team 17 bullied the programmers into toning it down. Why? Why? A great game, but not quite a *great* game, if you see what we mean.
★★★★★

SWITCHQUIZ
Switchsoft £29/£37



AP41 54% CW
A pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but the bugbear of atrocious presentation. Tiny print unreadable without a magnifying glass, Smashie & Nicey samples, no colours (beyond red) and – fatally – questions that are repeated. Data disks are promised for the future, but even so Trivial Pursuit still rules the roost as far as stupid quiz games go.
★★

THEME PARK
Electronic Arts £30

AP42 91% CW
Tellingly sponsored, frightening demonstration of the sophistication of mood manipulation techniques in today's grotesquely commercial world, as you oversalt chips to get the tourists to buy drinks, oversugar the drinks to make them hyperactive and fiddle the time your rides run for so you can cram in more people per day, then hugely underpay your indispensable staff and sell off the place to finance your next step in global funfair conquest. Loot 'em and boot 'em, that's the ghastly philosophy of *Theme Park*. Or you can play the game to make a really nice funfair with great rides and reasonable prices. But then you'll go bankrupt.
★★★★★

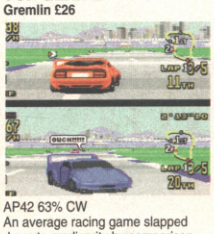
THEME PARK A500
Electronic Arts £35

AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Lite*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing.
★★★★★

THE CLUE
Neo £30

AP43 60% JD
Who remembers *Dodgy Geezers*? (They're only nice lads at heart.) *They Stole a Million?* Well, here's the Amiga version. Recruit a gang, burgle a building and get away with it, but spend most of your time in taxis and ruing the controls. It's a Germanglish text adventure disguised as a point-and-click, and it's only the fact they didn't convert *Dodgy Geezers* or They Stole a Million that stirs up interest.
★★★

TOP GEAR 2
Gremlin £26



AP42 63% CW
An average racing game slapped down to mediocrity by comparison with the likes of *Lotus 1, F1GP* and the mighty *F1* itself.
★★

TORNADO
Digital Integration £35

AP35 78% 82% A1200 CL
Probably as in-depth as flying the real thing. There are well over 100 buttons to press, which when pressed will engage your terrain-hugging Tornado in some sort of aerial manoeuvre. There are several pre-programmed missions to be engaged in, but it's severely hampered by speed of frame update, even on an A1200. Still doesn't stop the level of attention to detail being both impressive and daunting. State-of-the-art pedantry for people to cheap to fly the real thing.
★★★

TOTAL CARNAGE
ICE £30

AP37 10% SC
The *International Rugby Challenge* of coin-op conversions. It bears as much resemblance to the coin-op as a Centurion Tank does to Thomas the Tank Engine. It's impossibly difficult to play, collision detection is awful. There are numerous extra lives strewn around in a desperate attempt to keep you playing, but it comes down to the simple fact that only the name gives you a clue as to the aims of the game. We advise you to give it a well earned miss.★

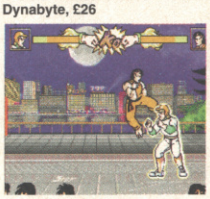
TORNADO A1200 VERSION
Digital Integration £40

AP38 82% JD
There are minimal differences between this and the ordinary version. ★★★★

TRAPS 'N' TREASURES
Krisalis £26

AP38 79% SM
Pirate platform antics with plenty to do. The monsters are a bit too hard perhaps, but the puzzles are intriguing and will make this game last you for some time.
★★★

TUBE WARRIORS A1200
Dynabyte, £26



AP36 12% SC
This is a quite frankly horrible beat-'em-up that makes about as much use of the A1200 as my granny does when she's going shopping. For vegetables. On a Monday. In the market.★

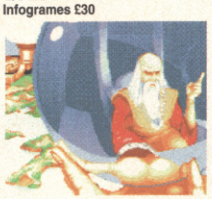
UFO
Microprose £35

AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.)
★★★/★★★★

ULTIMATE BODY BLOWS
Team 17 £30 CD32

AP39 86% SC
Third time lucky (or fourth, we've lost count of how many versions Team 17 have done) for everyone's favourite (and scandalously shameless) *SF2* clone. It's got the lot: sensible use of the extra buttons, 21 individual characters (as opposed to the same character 21 times) and a fast mode that's scorchingly nippy. You'll fairly obviously need two joypads though.
★★★★

ULTIMATE PINBALL QUEST
Infogrames £30



AP39 61% JD
No it isn't. ★

UNIVERSE
Core £35

AP41 21% JN
A point-and-click game so poor you'll want to volunteer for the Army rather than play it. ★

VALHALLA
Vulcan £30

AP39 19% CW
Not, regrettably, the redundantly drawn-out *Speccy* adventure (which, apparently, only one person ever bothered to finish) but an overhead-view maze game where you walk around and get killed by unspottable traps. A lot. ★

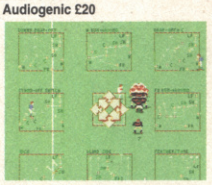
VOYAGES OF DISCOVERY
Kompart £30

AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'.
★★

WEMBLEY INTERNATIONAL SOCCER
Audiogenic £26 CD32/A1200

AP39 85% SM
Footy game of the Let's Not Actually Try Hopelessly Optimistically to Trounce *Sensi* school that's all the better for it. Some splendid ideas (overhead or isometric views, an optional window showing the player to whom you're going to pass, custom playing styles) pep it up no end, but it's all let down by the sticky speed and uncomfortably small pitch. Let's hope there's a Version 2, eh? Best played with a CD32 joypad, which you can do on the A1200 version as well.
★★★★

WEMBLEY RUGBY LEAGUE
Audiogenic £20



AP38 62% SC
A manly and noble sport makes its debut on the Amiga. Unfortunately this is probably not quite as much fun as *Five Nations Rugby* (AP14, 86%) which uses the same game engine. Something's missing in the translation.
★★★

WILD CUP SOCCER
Millennium £26

AP40 14% CW
How to kill a good idea about football with a strapping dose of violence. Step one: Present the game in incredibly acute isometric 3D so it's stupendously difficult to see what's going on and inconceivably hard to make accurate passes. Step two: Implement the football mechanics in a fantastically terrible manner, so that you have to painstakingly beat up and kill all the opposing players, if you don't want them to just zip in and nick the ball leaving you helpless or pulped, or dead even. Step three: Compensate for this fault by allowing the player to run directly across the screen and score. Step four: Save time by allowing the player to complete the entire game just by holding down the fire button. Step five: Refuse to scrap the game and release it. For £26. It's true. ★

WORLD CUP CRICKET MASTERS
ESP £25

AP39 14% SM
Cricket. Done very badly indeed . Your men are drawn from the Lowry school of figurative work and are consequently almost impossible to see, the animation is appalling, the gameplay is ruined by intrusive point and click menus and it costs far too much money for what it is. If you want to play cricket on your Amiga, do yourself a favour and go out and get *Graham Gooch's World Class Cricket* which is a much more highly polished, civilised and playable affair. It's good to see independent companies having a go, but that's honestly just about the only good thing you can say for this awful game. ★

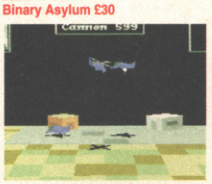
WORLD OF SOCCER
Challenge £20

AP40 5% SM
It's a football management game. Written in BASIC. By programmers who can't spell. Or write football management games with the least modicum of imagination. So surprisingly we don't like it. Very much. At all. You'd be better advised to stick your head in a vat of sulphuric acid than to contemplate buying and playing this so-called, self-styled 'game'. ★

WORLD CUP USA '94
US Gold £26

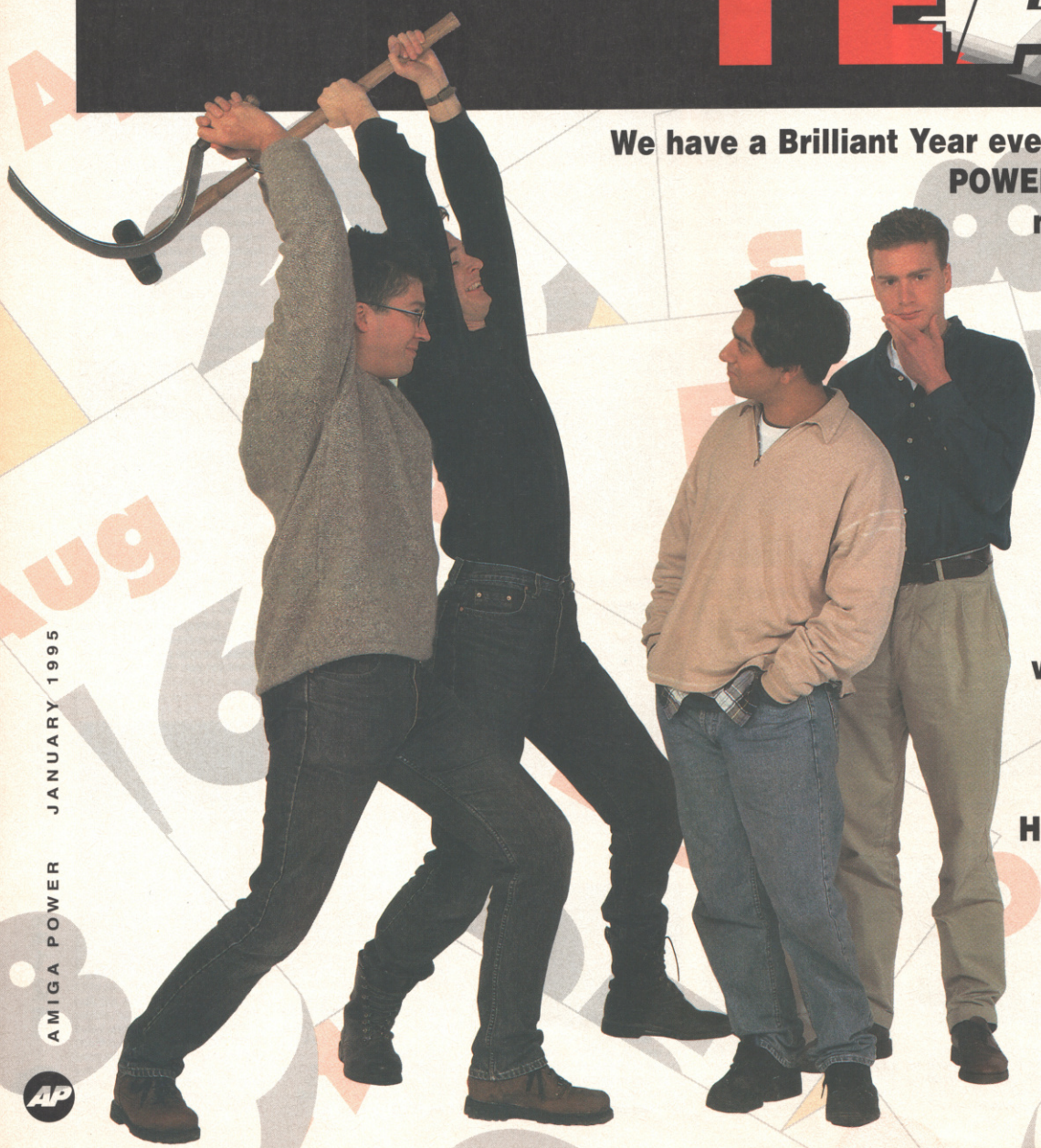
AP41 20% SM
Terrifyingly awful overhead-view footy game in the rash of footie games this year with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Quite possibly the most shameful full price release this year. ★

ZEEWOLF
Binary Asylum £30



AP44 90% JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic 'chocka-chocka' flying effects, glorious explosions, escort missions, rescue missions, picking up friendly tanks to carry them *Thrust*-like across the map and drop them on people missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500, but completely splendid on a 1200 machine.
★★★★★

OUR BRILLIANT YEAR



We have a Brilliant Year every year at AMIGA POWER, and this year's no exception. But was it a *brilliant* year? The distinction is an important one. So this time we've decided to provide you with a detailed analysis of 1994 in its entirety, as well as listing our favourite games of the year like we always do. How was it for us? For the Amiga? For games? And for, well, things generally?

1994

Jonathan is our leader. We will defend his body with our own lives should the need arise. Ever.

There were a couple of months earlier this year, round about May or June, when AMIGA POWER was in danger of becoming enslaved by *Gravity Force 2* forever, doomed to an eternity of Icy Cave-based duels. It kind of eclipsed everything else – not only games, but also the savageries of my tormented personal life, which was a relief. Fortunately we've found ways to control its hypnotic appeal, but we still find *Gravity Force 2* a useful way to settle office disputes too minor to justify the AP sledgehammer and sickle.

In terms of games that you have to actually pay money for, though, 1994 has been... well, not a classic year, exactly, but certainly one full of surprises. In fact, most of our favourite games arrived almost entirely out of the blue.

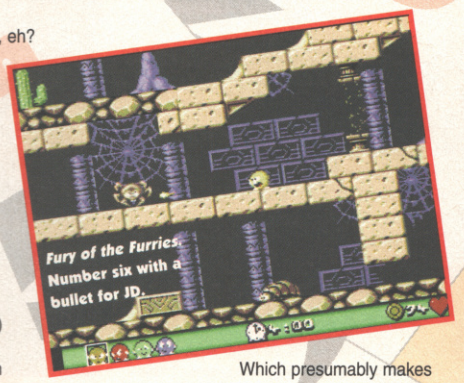
Guardian is a case in point. We previewed it ages ago, muttering something about it looking a bit like *Starwing*, and had all but forgotten about it. It arrived one morning in the post, completely unsolicited, and lay around gathering dust for a few days until, with a couple of pages to fill, we thought we'd give it a try, just on the off-chance. And the rest is history. The promise of an A1200 version is good news indeed.

No A500 version, though. Every morning we open letters until our fingers are raw, only to find they're from Amiga 500 and 600 owners, complaining that these days they only seem to be able to play about half the demos on our coverdisks, it's disgusting, etc. But the truth is that 1994 has been the year of the Amiga 1200, with more and more publishers taking the plunge and committing themselves to 1200-only games. It's inevitable, really – computer games get more sophisticated every year, and the Amiga is lucky in being upgradable, so it can avoid getting left behind. And if AMIGA POWER is going to avoid getting left behind as well, it's going to have to carry 1200-only demos like *Super Stardust*, *Aladdin* and *Pinball Illusions*. We won't ever forget the 500-owning majority, though, and we hope you'll keep writing in. We can always get some more sticking plasters or something.

As for Commodore, well, tch, eh? It's recently been announced that there won't be fresh supplies of Amigas in the shops for Christmas, which is enormously bad news. Will people be prepared to hold onto their money until Commodore get their act together? ("Two to three weeks at the most" is their latest prediction, but they've been saying that for months.) Or will they buy PCs or something instead? Who can tell? Sales of the CD32 are reported to still be healthy, though, and with hundreds of thousands of Amigas installed across the nation, it's hard to imagine the whole Amiga phenomenon vanishing overnight. Here at AMIGA POWER we're remaining optimistic. Sort of.

But that's enough gloomy industry commentary. (Especially as I've just noticed Cam filling most of his page with the same sort of stuff, and it terrifies me when I find I have things in common with Cam.)

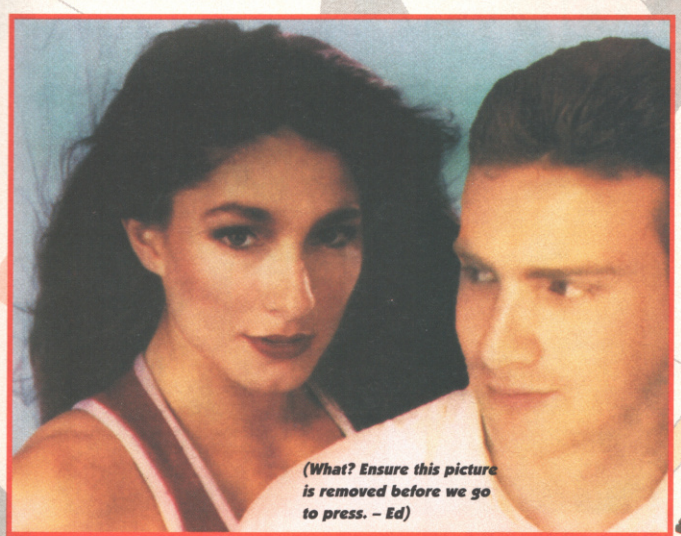
The best part of 1994 for me personally has been starting the year on the bottom rung as AP's much-maligned RPG-and-complicated-naval-strategy-game reviewer, and ending it as its editor.



Which presumably makes me technically the single mightiest being ever to produce a computer games magazine. Gosh.

● *JONATHAN DAVIES*

Jonathan spent much of the year talking to an artificial parrot.



(What? Ensure this picture is removed before we go to press. – Ed)

JONATHAN'S 1994 TOP 10

1. Gravity Force 2
2. Guardian
3. Zeewolf
4. Putty Squad
5. F1
6. Fury of the Furries
7. Pirates! Gold
8. Banshee
9. Theme Park
10. Cannon Fodder 2

UPPERS Being put in charge of AMIGA POWER, Casualty, all the games in my Top 10, but especially *Gravity Force 2*, my talking parrot, The X-Files, AP's charming readers.

DOWNERS Pulp Fiction, the whole *Rise of the Robots* thing, and that advert for cars that goes something like: "The new Toyota Whatever is so great that sometimes it likes to go for a drive... all on its own!" No it doesn't. They're obviously lying. Do they think we're stupid or something? Or what?

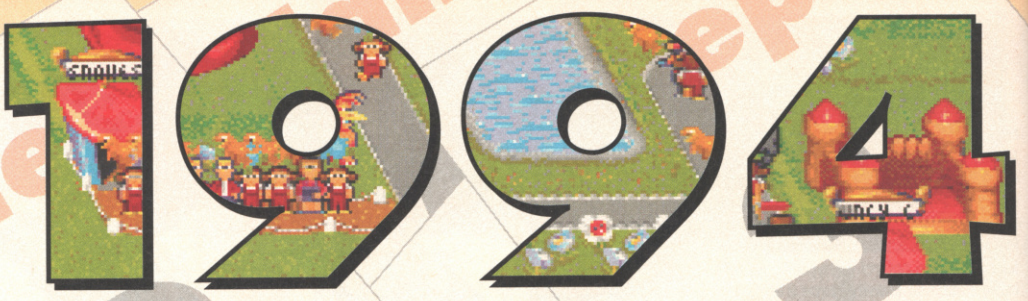
THE BOTTOM LINE
I've certainly known worse years. And, given that 1994 has pretty much had a monopoly on things over the last twelve months, we didn't come out of it too badly.

91 PERCENT

THE BOTTOM LINE
A1200 The same, only with more games. And more AP coverdisk demos, natch.

MY YEAR: BY CAM WINSTANLEY AGED 25.5

Gun-totin', bike-ridin' big guy CW tells all.



What's been happening to me in 1994 then? Well, I answered more moronic reader calls then ever before (Aarghh! – how many times must I explain that A1200 ONLY games won't work on an A600?), fell off motorbikes more than ever before and got more personal abuse from readers and software companies than, you've guessed it, ever before. But has it been a good year for the Amiga, me and AMIGA POWER? Of course it has, but how good? Was it a 1963 Chateauneuf du Pape type of a year, or just a rather fruity 1992 Sainsbury's Dry White? Was it brilliant?

Well, in the case of the magazine, I'd have to say "yes." In my (entirely unbiased) opinion, I think we've turned out entertaining and worthwhile mags that have consistently out-classed anything our rivals could cobble together. A pox of scurvy on all those people who write in and blab on about the Matt Bielby Golden Age – AP's at its best right now.

In the case of me it's been pretty funky too – I started the year as a staff writer on an F-reg 350 Yamaha and ended it as a deputy editor on an L-reg 650 Suzuki – an increase of several thousand pounds and 26 brake horse power.

And the Amiga? Well, good is all you can say really. This time last year we were looking back on the finest 12 months in the Amiga's history, with new games like *Syndicate*, *Flashback* and *Stardust* emerging on the Amiga first, and console hits such as *Micro Machines* and *Desert Strike* being ported over. '93 brought us the CD32 and saw the steady rise of the A1200. All of this was good.

This year it's all been a bit strained. Commodore should have been shipping as many CD32s as they could produce. They should have been flooding the highstreets with A1200s so that the 20,000 new Amiga owners who join the club every Christmas would have no trouble getting their hands on them.

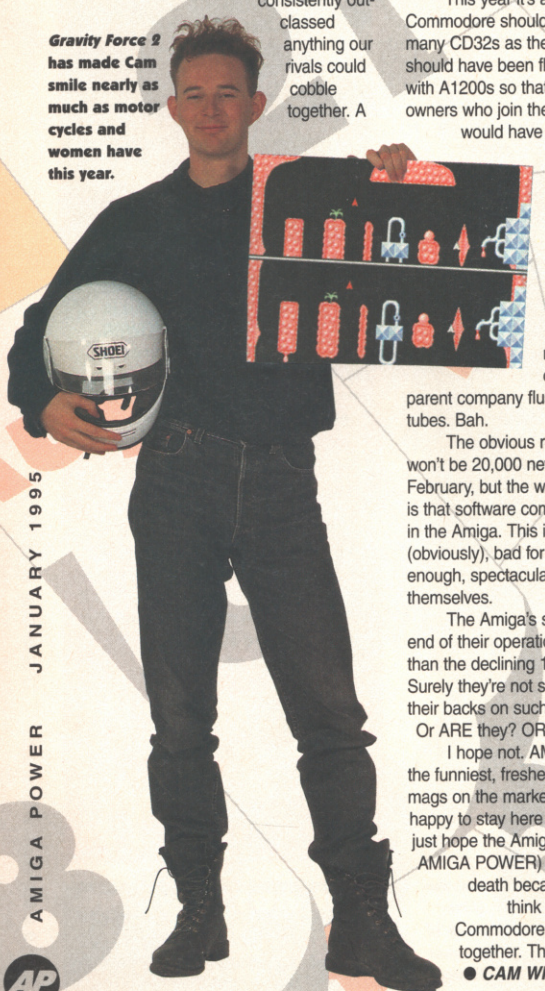
And what's happening this Christmas? Nothing, that's what. Nietski. Nada. Nothing. Dixons is full of PCs whereas Commodore's still full of promises of a management buyout, over six months after the parent company flushed itself down the tubes. Bah.

The obvious result of this is that there won't be 20,000 new Amiga owners this February, but the wider, more sinister effect is that software companies are losing faith in the Amiga. This is bad for games players (obviously), bad for AP, but curiously enough, spectacularly bad for the softies themselves.

The Amiga's still the most lucrative end of their operations, far more profitable than the declining 16 bit console market. Surely they're not stupid enough to turn their backs on such a market. Or are they? Or ARE they? OR ARE THEY?

I hope not. AMIGA POWER's one of the funniest, freshest computer games mags on the market, and I'll be more than happy to stay here as long as it'll have me. I just hope the Amiga (and, by close links, AMIGA POWER) doesn't die an untimely death because software companies think it's old hat and Commodore can't get their act together. That'd be tragic.

● *CAM WINSTANLEY*



***Gravity Force 2* has made Cam smile nearly as much as motor cycles and women have this year.**

CAM'S TOP TEN

1. Gravity Force 2
2. Theme Park
3. Zeewolf
4. Cannon Fodder 2
5. Putty Squad
6. F1
7. Jet Strike CD32
8. Guardian
9. Skidmarks
10. Fury of the Furries

UPPERS Pulp Fiction, a brand new Suzuki DR650RSE, writing the *Cannon Fodder* Playing Guide and being hopeless at *Theme Park.* Being made deputy editor and still getting to play endless games of *Gravity Force 2.* Realising that working on AP is probably the cushiest job in the world.

DOWNERS Everything to do with the World Cup, but *Wild Cup Soccer* in particular. Commodore still not getting their act together. Getting smashed up on my bike and limping around for six months. People moaning about A1200 coverdisk demos and games, when they should be realising that without the A1200, the Amiga's going to become the Spectrum of the '90s.

THE BOTTOM LINE

Truly we are the mightiest beings ever to produce a computer games magazine, but for how long? Next year's make or break for the Amiga after a standstill '94. And if anyone's listening, I'd like a Triumph Tiger for Christmas, ta very much.

83 PERCENT

J NASH'S YEAR

1994

Let the records show that the year in question has featured J Nash in a supporting rôle. Or has it? Or HAS it? OR HAS IT?

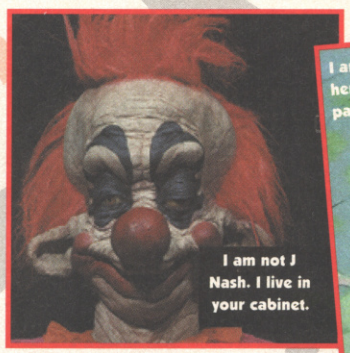
What do I remember particularly as I look back upon the year of Our Lord nineteen hundred and ninety-four? Animaniacs returning to What's Up Doc, of course, all the bits restored they cut to make it fit the afternoon slot, but with the unwanted addition of unpleasant scrolling messages advertising 0898 competition lines; the Batman animated film; Tiny Toons being terrible every week for four months; and my Mac bellowing a random question whenever I type the word 'What' are items that spring equally easily to mind.

Less obvious, perhaps, was the Adventure of the Mustard Tricorne; a tale that must for the moment remain untold, although I am permitted to reveal that had I shimmied two steps to the right, the papacy would be a thing of history.

Then, of course, there was my triumphal acquisition of the very pencil Chuck Jones used to lay out the world's greatest animated cartoon picture, Robin Hood Daffy. By a stimulating coincidence, I later discovered this was the same pencil Jones had won from Bill Hanna during the famous 1946 inter-animation-department poker game played for studio property rather than money. (It was the inevitable exchange of artists' pads (due to two pair sixes and eights winning over a hearts flush) that led to the thematically identical Rabbit Rhapsody and Cat Concerto appearing at the end of that year.)

Such a prize inevitably diminished the impact of meeting in person James J Dugan, the athlete prodigy immortalised in the respected documentary, 'The Jimmy Dugan Story'.

But by far the most attractive moment of the year came with my appointment to the cloud-kissed pantheon that is AMIGA POWER. Even the thrill of having an atoll off a certain Southern Seas republic given my name in the Latin following the resolution of a difficult political question on behalf of the government paled beside the grandeur of a posting to AP. How well I recall my first day, put at ease by swapping light scientific formulae with the bantering veterans, seeking scraps from their mighty table by amusing them with a prepared comedy speech and tap routine. Before the afternoon had waned I had passed the gruelling initiation test, accurately identifying the next to die from a list of unsteady celebrities and making a joke about cancer.

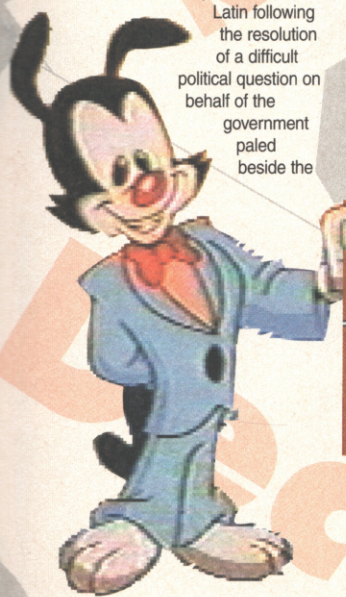


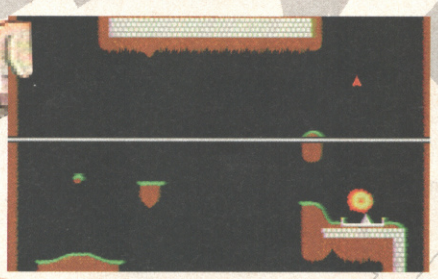
Then a hearty meal of cherubim and seraphim, and I was equipped to begin the long and arduous journey to ruthless reviewing enlightment, cinematic reference and the plagiarising of obscure books.

The year passed steadily, as I had learnt from Master Yi that it was obliged to do, and along with my growing into the rôle of the newest of the world's DISSEMINATORS OF ESSENTIAL INFORMATION, this passage of time birthed many occurrences. Outwitting a gentleman brigand in Dawson, Canada, completing *The Secret Of Monkey Island*, mastering the art of constructing an arquebus for idle amusement and counting disk four of *Universe* twice are some of the events I can recall with easy warmth. Certain others wait behind painstakingly constructed memory blocks until a number of high-placed persons are safely dead, although occasional flashes of a crackle-rotten calendar handwritten in an unfamiliar script and showing fifteen months suggests much to look forward to. In much the same way as there is 'much to look forward to' in, for example, 1995's AMIGA POWER-commissioned *Gravity Force 3*, the swathe of *Doom* clones, the *Gunfighter* special edition where the victim crashes to the floor in slow motion, and possibly (just possibly) *Guardian 2*.

As the year converges with the horizon, I reflect on how I have with fiery determination progressed from the filthy ranks of the not-AMIGA POWER to a seat beside the elder gods themselves. The year of Our Lord nineteen hundred and ninety-four has done right by me, and I, through strange and sinister acts, have done right by it. I now slip like a shadow into the night, distracting from my egress with a list of my favourite games of the year so far.

● *J NASH*





I am not J Nash at all, and I want to shave you bald and spray-paint your head in the colour of your choice for only $19.95. And this is *Gravity Force 2*, the game of some other champions.

JONATHAN'S TOP TEN

1. Gravity Force 2
2. Guardian
3. Sinister Theme Park
= Empire Soccer
5. Banshee
6. Super Stardust
7. Chaos Engine A1200
8. Out to Lunch
9. Scorched Tanks
10. Bubble and Squeak

THE BOTTOM LINE

So far, the year of Our Lord nineteen hundred and ninety-four is on course for a confident victory, but anything yet could happen as I write these words in the closing fortnight of December. Some other magazines may be satisfied with almost all of the year and mark it regardless, or perhaps even review the PC version, but AMIGA POWER shall stand fast for the fully-finished item.

New boy, old Steve became an old boy this year. Sort of. If you see what we mean.

1994

ISSUE 33, JANUARY 1994

I've only just arived at AMEGA POWER and everyone seems very frendly. Stuart Campbell is in charge. He's a short Scottish fellow with a pekewliar hair cut, but he seeems kwite nice. For sum reason he flinches wenever anybody mentions 'poppies' or '*Cannon Fodder*'. He spends the hole month playing '*Mortal Combat*' whilst everybode else works frenziedly. I spend most of the month sitting quitely in the corner and hoping that no one will speak to me. What does a 'Producshion Editor' do? I'm no nearer finding out.

ISSUE 34, FEBRUARY 1994

Phew, made it throught the furst ishew without being rumbled. Though I had to pretend to have a nosebleed on 'dedline' day, as I understand it's called.

ISSUE 35, MARCH 1994

Theyve all started looking at me funily resently and I've been getting worried. Every time a magazine cums back from the printers they hudle round it and make tutting noises, while occashionaly glaring at me! I don't know wot I'm doing wrong. Somebode help me.

ISSUE 36, APRIL 1994

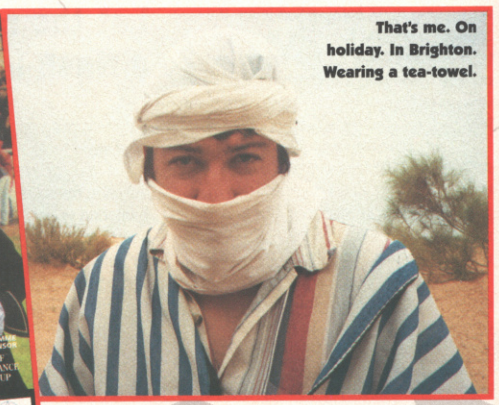
I'm supposed to korrect the spellling! That's what a Producshion Editor does. I was tawking with Richard Jones of Amiga Format in the *("Sweet shop" – Ed)* and he tole me. I rushed straite out and brought a dicshonary. Thank God.

ISSUE 37, MAY 1994

It worked, I am now a proper ~~Producshion~~ Production Editor. Stuart's left though, to edit a new magazine called SENSIBLE POWER or something. We have a new editor called Jonathan Davies.

ISSUE 40, AUGUST 1994

This month we have James Attwood, a schoolboy, on work assignment with us. At last there's somebody in the office I can push about as befits my title. James leaves each night crying, with sore, red ears (from where I've boxed them). Ha.


That's me. On holiday. In Brighton. Wearing a tea-towel.

ISSUE 41, SEPTEMBER 1994

On the Ball World Cup Edition arrives. I'm allowed to write a proper review. Wahey. I don my trusty anorak, get mum to pack me lots of sandwiches and stay up every night playing the game. It's fab.

ISSUE 42, OCTOBER 1994

On the Ball World Cup is the number one bestseller in the world! (On the Amiga.) A nervous wave of nausea sweeps over me as I realise the commercial power my word now has, and the almost holy duty I have to stay pure to the ideals of AMIGA POWER.

When this passes I ring up all the software houses and offer to sell them good scores in the future for bags of sweets. They are all unresponsive and I end the month slightly deflated.

My favourite object of 1994? The Amiga, unquestionably. (Will that do?)

ISSUE 43, NOVEMBER 1994

Guardian arrives and the entire team spends far too much time playing it and consequently the magazine is a couple of days late. Oh dear.

ISSUE 44, DECEMBER 1994

Stuart Campbell came back to see us in his posh new car. We are all highly impressed. Especially with his car alarm which is very sensitive and has him running down the stairs every ten minutes to turn it off. How we laugh. Ha ha. Stuart also brings us *Sensible World of Soccer*. I can't stop playing it for days and days. Stuart turning up out of the blue (car) makes me stop for a moment and consider. It occurs to me that I've been here a year already. Can I go home now?

● *STEVE FARAGHER*

STEVE'S TOP TEN

1 SWOS – *Sensi* with extra options? That's gotta be the best news I've had all year. Nearly.
2 Theme Park – I like making small children throw up.
3 Jet Strike CD32 – Addiction of the highest order. I didn't sleep for days.
4 On The Ball World Cup – At last, a football management game with a plot.
5 Putty Squad – Best platformer of the year.
6 Super Stardust – Rootin', tootin', shootin'.
7 PGA European Tour – Now you can 'be' Nick Faldo. Cor.
8 Pirates Gold – Souped up version of an old Sid Meier classic.
9 Pinball Illusions – Well, it's not pinball but it is fun.
10 Guardian – 3D *Defender*? I'm first in the queue. After Jonathan Nash of course.

UPPERS Working for AMIGA POWER has been one of the best things that ever happened to me (sob).

DOWNERS No, can't really think of any.

THE BOTTOM LINE

Well you've all been wonderful. But I want you to know that this award's as much for you as it is for me. And while I'm here, I can't leave without saying thangyew to a few people. Thanks to Mum and Dad, for having the courage to stick by me. Thanks to the little baby Je... *(That's enough thangyews. – Ed)*

93 PERCENT

1994

For your comfort, we have passed Rich's words through complex sound-deadening equipment.

For me, the thing I can remember enjoying most about 1994 was the fact that it wasn't 1993 any more, because if there was ever a year and a person to which Lady Luck owed some severe apologizing, it was me in '93.

Not only was I struck down with measles, and had my Gran die and my mountain bike stolen, but I also accidentally ran over the family dog while attempting a particularly tight piece of reverse parking. Actually, I wasn't, she didn't, it wasn't and I didn't, but nonetheless I seemed to have a pretty dismal time of it in '93, and can distinctly remember wondering on more than one occasion when on earth it would all end. (Until someone pointed out it would be on December 31st.)

1994 was a vast improvement, however, with plenty going on in the world to keep my spirits up – the joy I was brought by England winning the World Cup, the abolishment of the slave trade and the discovery that the earth was not in fact flat so you couldn't fall of the edge was marred only slightly by our slightly embarrassing defeat by the French during that heartfelt weekend at Hastings.

Or, of course, I might have my dates a little wrong there, but I've had my head rather too full of computer games this year to have had time to take an active interest in politics. But if 1994 wasn't the year of the Amiga then I don't know what year was, because we've certainly been treated to a whole host of exciting new games – *Horace goes Skiing, Manic Miner* and *Monty Mole* to name but three.

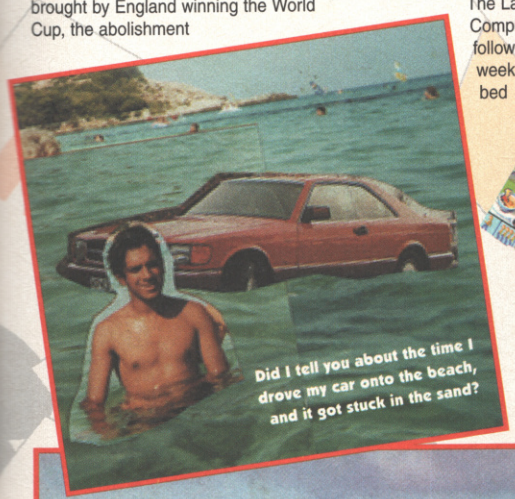
Or are my facts a little twisted again? To tell the truth, I've become a little detached from the state of the Amiga game market of late, what with having to spend one week each month compiling The Last Resort and Complete Control, the following week in bed suffering from mental exhaustion, and the two weeks after that undergoing the special counselling I need to psych myself up in order to face the next month's mailbag, leaving me little time to actually get round to switching my Amiga on for a few rounds of whatever we've been recommending to you.

But from what I can gather from the confusion of letters and the swirls of colour which great my eyes as I regain consciousness from my monthly post Complete Control stomach pump and blood change and open up the latest issue of AMIGA POWER, *Theme Park* looks good, as does *Guardian, Aladdin, Super Stardust, Fly Harder* and *Liberation.*

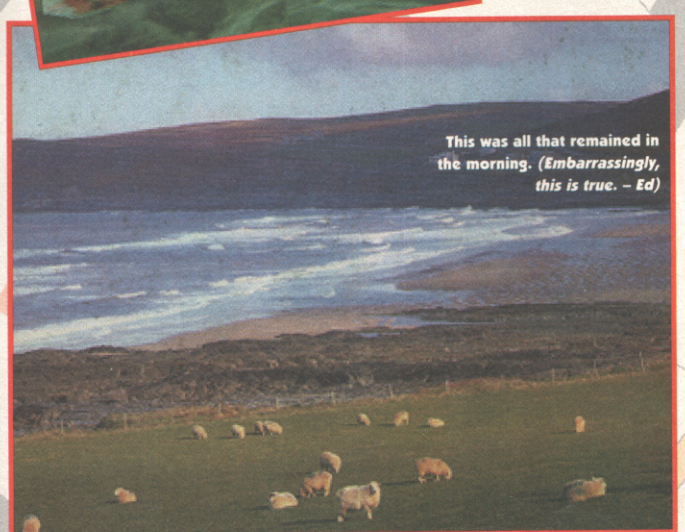
And so to 1995, for which my hopes are high, but for which a number of questions spring to mind. Will the Amiga survive against the ever-increasing console market? Will AMIGA POWER survive against the ever-increasing selection of computer magazines around? And will I get to have my first snog? Let's hope so all round.

● *RICH PELLEY*

Fly Harder. It's a bit hard. To fly.


Did I tell you about the time I drove my car onto the beach, and it got stuck in the sand?

If pressed, Rich will squeal a bit.


This was all that remained in the morning. *(Embarrassingly, this is true. – Ed)*

RICH'S TOP 10

1 Theme Park
2 Gravity Force 2
3 Fly Harder
4 Liberation
5 Aladdin
6 Putty Squad
7 Super Stardust
8 Guardian
9 Frontier
10 Apocalypse

UPPERS The earth wasn't hit by a giant, undetected meteorite and we weren't all instantly killed. And *Laser Squad* on budget.

DOWNERS Noel Edmonds wasn't hit by a giant, undetected meteorite and instantly killed. And, of course, *Battletoads.*

THE BOTTOM LINE

A year much like many others; lots of Tuesdays, lots of months ending in a 'Y', but most importantly, lots of great Amiga games.

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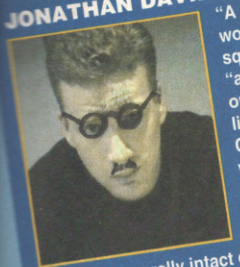
STILL ONLY £2.25

GAMES

"Christmas?" we mused? "Bah, humbug. We'd rather be stranded on a desert island". And so began the strange chain of thought that led to this month's Who Do We Think We Are? Let us suppose we actually *were* stranded on a desert island for Christmas Day...

JUST WHAT DO WE THINK WE'D LIKE?

JONATHAN DAVIES

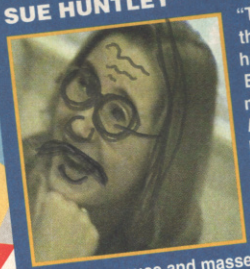


"A whole day to myself would be blissful," said squeaky clean editor JD, "and a Christmas on my own would be brilliant. I'd lie in, read Oliver Twist by Charles Dickens, and then watch David Lean's Brief Encounter in the shade of a giant palm tree. It's a wonderful tale of forbidden love in the morally intact environment of the 1940s, with a splendidly happy ending where everyone gets their just desserts. Then I'd eat some sausages." Sausages? "Just sausages."

STEVE FARAGHER

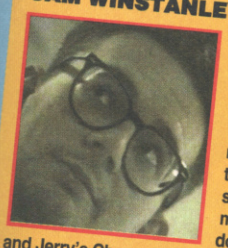
"I too would choose a film by David Lean, for he is truly one of our nation's finest directors. I'd sit on the beach and tuck into a giant chickpea balti with a keema nan the size of a double duvet while watching the wide screen, director's cut of Lawrence of Arabia. With Dolby stereo, natch. Then in an ironically self referential move, I'd read The Tempest by William Shakespeare, as it's all about various blokes trying to get off a desert island. Then a few goes on *Roadkill* before bed. Super."

SUE HUNTLEY



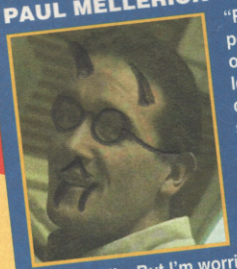
"TV's the visual medium that fills my life with happiness," beamed art Ed Sue, "so to cheer myself up after a game of *Rise of the Robots*, I'd kick back to hours and hours of early Brookside episodes. Pausing only for a huge Christmas dinner with dollops of cranberry sauce and masses of my mum's (home made) Christmas pud, I'd plunge into the weep-a-thon that was Damon and Debbie before finishing off the day with the first 20 pages of Emily Bronte's Wuthering Heights."

CAM WINSTANLEY



Towering dep ed Cam reckons he'd have little time to play any games during the day. "I'd be too busy munching my way through pounds of beef stroganoff and fried mashed potato washed down with pints of Ben and Jerry's Cherry Garcia icecream. Then I'd zip through Slaughterhouse 5 by Kurt Vonnegut (it's a small but perfectly formed book) and, once it was dark, watch David Niven in the completely awesome 1946 Powell and Pressburger flick A Matter of Life and Death. It would be better than a world of cake."

PAUL MELLERICK



"Roast chicken, roast potatoes, stupid amounts of peas and carrots and at least half a Sara Lee double choc gateaux," said recent addition Paul.. Then a couple of goes on *Aladdin* and a re-read of that notoriously Chrismassy novel American Psycho by Brett Easton Ellis. But I'm worried. What's to stop my choccy gateaux melting in the tropical sun, huh? And what if I didn't get enough peas – who would I complain to?"

JONATHAN NASH

"There is of course, a more sinister, darker side to this line of questioning," mused resident conspiracy theorist Jonathan. "What reason would an undefined third party have for learning our weaknesses if not to use this information against us? And another thing, we all write the magazine, and therefore this page, yet each and every one of us has answered the question as if SOMEONE ELSE asked it. One of us has something to hide," he murmured, before slipping off to watch the Zapruder film of the Kennedy assassination. Again. Sometimes it pays to be suspicious.

SARAH SHERLEY-PRICE

"Even though everyone else saw it months ago (many weeks before the paying public) I still haven't seen Pulp Fiction, so I'd watch that before tucking into a full Chrimble dinner with roast potatoes and parsnips," said the increasingly absent Sarah. "I don't play games, but I'd love to read The Gormenghast Trilogy by Mervin Peake." We all looked blank, so she tried again. "It's sort of adult fairytaley, from the guy who wrote Mr Pie." Blank faces – clearly we missed Mr Pie at the bargain bookstore. Truly Sarah is our intellectual superior.

RICH PELLEY

"MY LINE OF THOUGHT WAS ALONG SIMILAR LINES," boomed suddenly respectable (and no longer student oiky) computer journo Rich. "FOR ALTHOUGH MY PERFECT CHRISTMAS WOULD INVOLVE BACK TO THE FUTURE, CHARLIE AND THE CHOCOLATE FACTORY AND LASAGNA, WHAT'RE THE CHANCES OF ALL THESE BEING WASHED UP ON AN ISLAND AFTER A CATACLYSMIC BOAT JOURNEY? AND EVEN IF THEY DID, WHAT ABOUT THE TV, VIDEO, MICROWAVE AND READING LAMP NECESSARY TO PROCESS THIS ENTERTAINMENT?"

HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We denounce media hype as the scalding words of Satan himself and burn PR people on a towering bonfire of rival magazines. Then we play the game until our eyes bleed and mark it on its merits.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather play *Rise of the Robots*.

JUNGLE

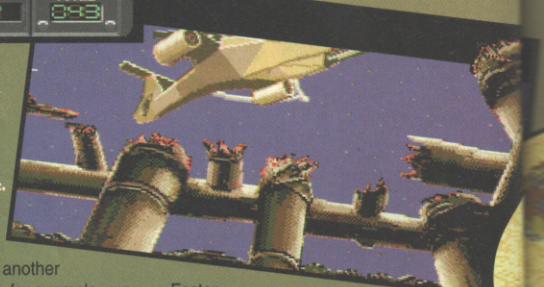
Much hyped, much vaunted, much awaited, much desired. But is it much good? Nash knows.

It was now almost certain that the sponsored scout troop would fail to solve the arboreal maze.

Runs on: A1200
Publisher: Ocean
Price: £28
Release: Out now

"Bash the middle-class American teenager"

There's this theory I have about American films, and that's that the monsters of US cinema during the 1980s were middle-class teenagers. Let's face it, the reason all those masked killer movies were so popular wasn't because the masked killer kept making jokes, or the special effects were clever, or anything – it was because middle-class American teenagers kept getting horribly murdered. It was perfectly clear that the audience wasn't hoping the middle-class American teenager (and, as here, games) than confront the problems. (You're bound to have,seen Lethal Weapon 2, for example. But not, of course, Natural Born Killers – the film they banned in Britain because it's to blame for ten murders. That, say, the bonkers people who actually did the killings aren't. And how exactly do you justify banning NBK while Disney's 1977 movie Candleshoe – starring Jodie Foster, the obsession with which actress spurred John Hinckley to shoot Ronald Reagan – is still freely available to children?) But anyway.



All around: the animated cutaway stuff that you can turn off because it takes ages to load. Except that picture on the left, of course. And the one above.

who'd split up from the rest of the group would notice there was another person in the room and, for example, run outside: it was rooting for the masked killer to hurry up and bash the middle-class American teenager over the head with his trademark walnut bookcase (or whatever). The psychology behind wanting the middle-class American teenagers to die is a matter open to debate, but it's probably something to do with the fact that middle-class American teenagers are vile.

The 1990s needed new monsters, and who better to project America's feelings of guilty impotence at than Johnny Foreigner dictators and drug barons? Far easier to put them in films

HARANGUE

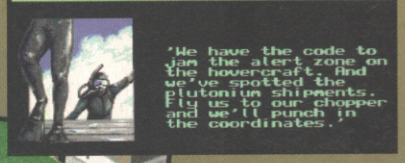
Irritating, isn't it, being harangued? That's what it's like playing *Jungle Strike*. Throughout the game you're battered with uneasily right-wing US politics, from snide comments during the intro about Congress cutting the spy satellite programme to the game ending abruptly if you blast a 'high-profile' hostage in error. Ban it, that's the solution.

STRIKE

This is a Huey UH-1N, the type of helicopter used extensively in Vietnam.

Politics aside (except of course they're not) *Jungle Strike* is an adequate conversion of the Mega Drive game. Sloppily, unlike its precursor *Desert Strike*, the game hasn't been tidied up graphically in the process. This lends it a tawdry air, not at all helped by the DEVICE OF THE DEMON OF DOOM loading routine, which not only tells you it's 'Loading' but also intermittently 'Unpacking'. Gnnghh. Put aside also your ideas that this may be a 3D game – it's a trick, as you fly at a fixed height. Indeed, the only time the 3D comes into play is when you can't quite place yourself in relation to the map due to the acute perspective. And in a (aaarghh) *Tower Assault* sort of way, plot plays a big part in *Jungle Strike*. The narrative thrust of the story is that the previously unmentioned son of the villain from the first game has teamed up with a drug lord to nuke mainland America, and in fits and starts you have to see off the drug lord's minions, form a 'strike team', bash the base co-ordinates of the previously unmentioned son of the villain from the first game from a captive and then blow it up. But unlike (aaarghh) *Tower Assault*, *Jungle Strike* is terribly good fun. Phew. (Or is it? Let us see.)

Surely they could have squeezed the gauges on the main screen, eh?



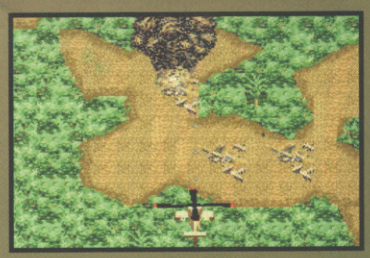
Above: hovercraft antics. Left: cutaway antics. Down a bit more: Flying around and shooting things antics.

We shall examine a typical session of *Jungle Strike*. Settling for the keyboard option in place of the awkward joystick/keyboard combination, you curse the lack of support for the CD32 joypad or two-button joysticks at large. The game begins, and you are commanded to prevent the drug lord's minions from destroying important US monuments (or something). You fly around a bit to familiarise yourself with the slightly inertia-y controls; no problem for players of *Gravity Force 2*. You call up your information console, ruing the fact that your ammo, fuel and armour readouts are tucked away on this supplementary screen; also that pressing fire cycles through the map, and the mission and sub-mission details so that it's tetchily easy to scroll past the one you wanted. There are your assigned targets – off you go.

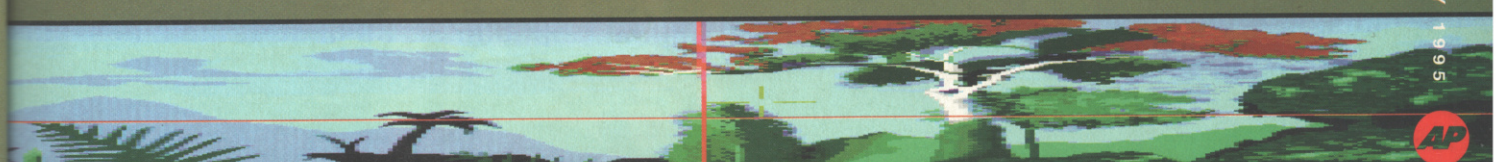
You come in on a straight path. Error. Testy villains with rifles run around and pot at you. You strafe them with your machine-gun, and after three direct hits they deign to fall down. Tsk. Armed lorries zoom about, and your co-pilot locks on with a missile or two. Explosions tear up the (strangely desolate) Washington roads. A single rifleman staggers from the smoking wreckage, but a few rounds finishes him off and the hostage is free to scramble up the escape ladder. Victory is yours. On to the next sub-mission.

Ripple dissolve to a later stage of the game. A jungle section. Low on fuel and with none showing on the map, you're blasting open buildings. A pointlessly tedious element this, especially as an inadvertent extra shot during the building's destruction zaps its contents. But fortune smiles upon you, and you uncover that valuable petrol can. Your co-pilot bungles winching it aboard on the first pass, and you look forward to rescuing a better assistant from the POW camps on the next level.

Now you swoop into a heavily guarded missile base. It's not your primary mission, but generally you can tackle the sub-levels out of order, dependent on knowing the location of your targets. (On some levels, the device of having to rescue a hostage who knows these locations imposes a realistic and unobtrusive structure – take note, (aaarghh) *Tower Assault*) A tank spots your approach, but keeping your cool you swing around the monster ahead of its tracking turret, your gunfire automatically aimed by your co-pilot. An oily cloud unfolds into the sky as the tank explodes,



First: park. Second: dark. Third: lark. Fourth: engage enemy in air-to-air combat.



leaving its charge of missile components open to attack. Success. But what's this? An enemy helicopter has been alerted to your presence. It pursues you across the forests. An ill-timed evasive manoeuvre, and your gunship rebounds from a palm tree, drinking up your energy levels as all obstacles are deemed to cause equal damage. Another repellent flaw. The helicopter picks up on your uncontrolled spin and rockets you to the ground. Damn its eyes.

Ripple dissolve to a further level. Beyond the night attack, where your blazing cannon lights you up like a beacon unless you turn up the monitor brightness and be done with it. Now you're grappling with a stolen stealth fighter, having already surprised the villains with a hoverboat attack and motorbike chase. The aeroplane handles differently from your gunship, and you invariably crash it upon takeoff, cursing the lack of information about the fighter and the way you're atypically returned to your faraway base for your next life. Swerving around the airstrip this time around, you concentrate on blowing an island's bridges. But the massive ground defences pound you off the screen. You have let down the President and his white-haired mom, Bob.

MERINGUE

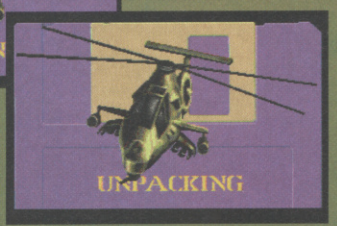
The similarities between levels of *Jungle Strike* quickly become apparent. New missions and challenges (the night attack, for example, or the one where you have to stop drug shipments reaching the shore) can't disguise the fact that shuttling the gunship between points of the map becomes stale with age. The excitement of the game comes from blundering into tactical ambushes and scrapping with superior numbers, but as soon as you realise you can avoid trouble by circling an encampment to weed out tricky tricksters and then shuffling, rather than zooming, into the area itself, the thrill is somewhat deprecated.

It's as if the designers spotted this themselves, as the later levels rely far too heavily on the trick of severely limiting your munitions so you have to hunt leadenly among the huts. They also have an unfriendly habit of putting slightly too many hostages in a building so you're forced to go back and forth between locations for really no good reason; and at points you're given no choice about performing some ludicrous task the smallest error in which ends the game.

For instance, instead of waiting on the ground like every other hostage in the game, a defecting general takes it into his head to run into a tower and stand on the roof where, inexplicably, your winchman can't collect him. You have to destroy the tower to save him. But destroying the tower reveals a soldier who shoots the general. So you have to destroy the tower and shoot the soldier remarkably accurately, having to use exactly the right number of bullets as the next one hits the general. Tch.

Leafing back to Tim Tucker's review of the original *Desert Strike*, his main criticisms appeared to be that the game had few missions (four – *Jungle Strike* has nine, although the sub-levels bloat the figure substantially) and that the levels were too samey. This did not prevent him from awarding the game a spectacular 92%. Perhaps I am less tolerant than AP's famously generous and chummy crudely-reanimated zombie guitarist, but rather than seeing the lack of variety as a minor point to be quibbled over, I regard it as a major failing of the game. Playing *Jungle Strike* at length I found myself mentally switching off, and flying around listlessly as yet another tank-sniper-enclaved mission objective combination hove into view. An undeniably fun game, but one that should be rationed.

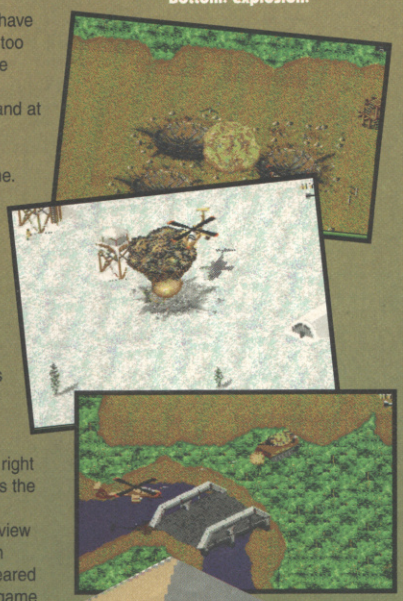
● *JONATHAN NASH*



It loads! It unpacks! It loads AND unpacks! It loads and unpacks!

This is a Huey UH-1N, the type of helicopter used extensively in Vietnam.

Top: explosion. Middle: explosion. Bottom: explosion.



UPPERS A1200

Action-packed, interestingly-plotted shoot-'em-up with dozens of missions and plenty of ghastly weapons for both sides. The attention to detail is impressive, with villains poking their heads out of cars to shoot at you, gun crews swinging missile batteries to track your gunship, and (my personal favourite) hostages standing slump-shouldered as you fly off with a full cargo bay. No in-game music. Sparsely effective effects. It's terribly playable, you know.

DOWNERS **But after a while, the tricks the designers play on you begin to wear you down. Having to hunt constantly for your supplies is a terrible idea, and the separate status screen tempts you to take on the most outlandish odds as you (apparently) suffer no ill-effects. Also, once you've learnt how to approach a target, the game's excitement levels shift downwards severally. The small things annoy as well: you can't quit back to the main menu (you have to get killed); the clumsy keyboard controls (space to change weapon, F10 for status – I mean, honestly); the occasional slowdown; the lengthy loading. And that jingoism, eh?**

THE BOTTOM LINE

An appreciable shoot-'em-up, but one that is clearly tailored for the shorter attention span of friend console owner. It being a console game. And everything. To my mind, if you've jolly well gone to the trouble of waiting for the thing to load, you should get more than an hour's fun out of it before it starts to get on your nerves.

77 PERCENT

THE BOTTOM LINE

A500 There is indeed an A500 version. Which should be exactly the same. But £26. Stay tuned to this

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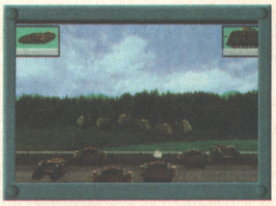

HISTORY LINE - © 1993 Blue Byte

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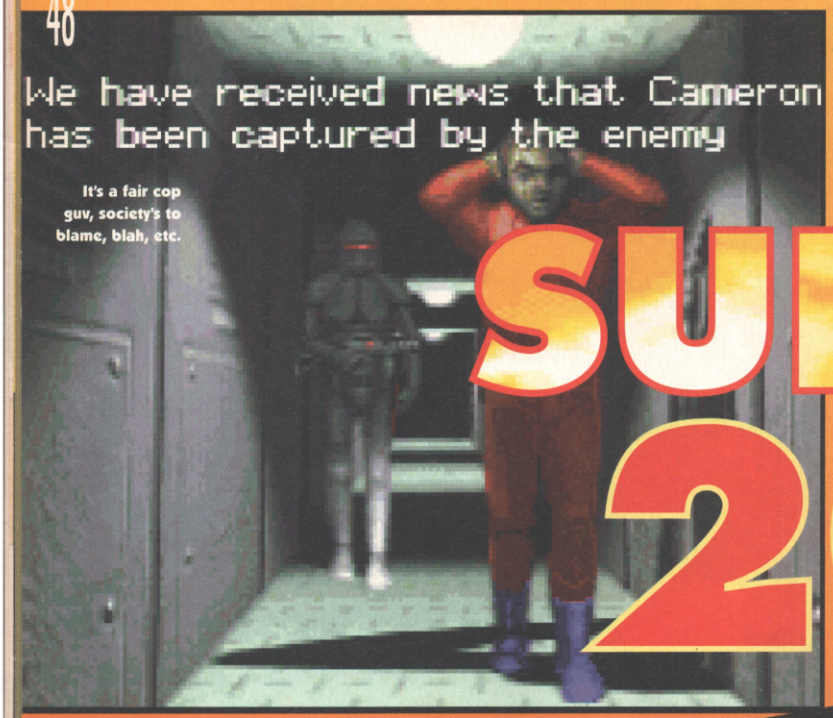


It's a fair cop guv, society's to blame, blah, etc.

He sinks into thy depths with bubbling groan. Without a grave, unknelled, uncoffined and unknown.

SUBWAR 2050

Runs on: A1200, CD32
Publisher: Microprose
Author: The Thought Train
Price: £35 A1200, £30 CD32
Release: December

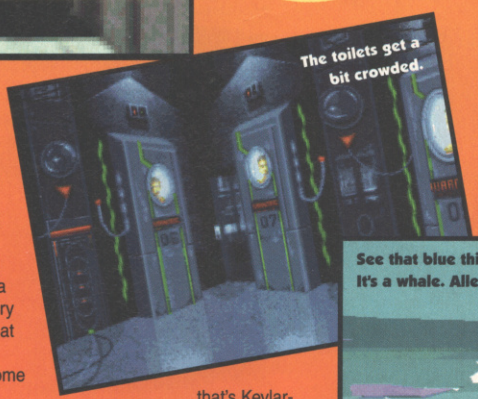
Seaquest DSV sucks. I hate it in the same burning way that I hate Star Trek The Next Generation or any other self important, pompous, pious TV program. I hate it because it's full of smarmy, neatly dressed, politically correct, non sexist, non racist goody-goody "nice" people, all saying "nice" things to each other and generally being "nice" in a way that real people never are. Knuckleheads.

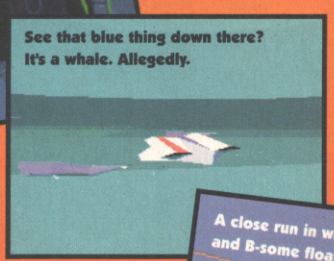
I hate it because it assumes that everyone in the future's going to get on like first year students during freshers week, when recent turns in the political scene suggest further splintering of ethnic groups and increased localised aggression. In reality, Might Is Right, but Seaquest DSV (and TNG) choose to completely ignore this. I hate it because there's a moral to be learned every week, and everything that happens does so for a reason and results in some good, when in fact the world's a jumble of unfortunately random events.

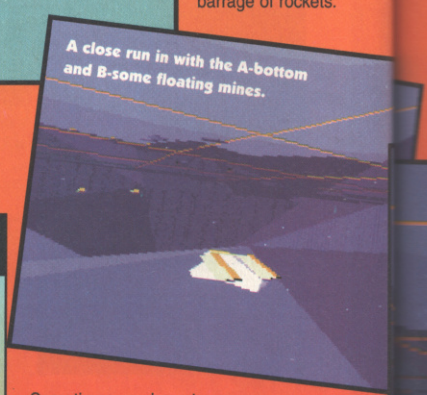
BIT POLITICAL

Most of all though, I hate it because it bows before the great god Technology, and assumes that all of humanities' problems can be solved by something that's Kevlar-cored and superconductive. Yeah, right.

Subwar 2050 could very easily have been *Seaquest DSV: The Game,* but thankfully someone got their head into gear, kicked out all those wussy notions of peace and harmony and got real. Oh sure, you've got technology that allows you to dive to unspeakable depths, but only to plant bombs or poison fish. And admittedly, you often use your impressive weaponry to protect life, property and the pursuit of happiness, but then again, you could just as easily off a whale or rip out the bottom of an oil tanker with a barrage of rockets.


The toilets get a bit crowded.


See that blue thing down there? It's a whale. Allegedly.


A close run in with the A-bottom and B-some floating mines.

Sometimes you have to be bad to be good, as *Subwar 2050* realises and Seaquest DSV, TNG or any other wishy-washy liberal TV show refuses to admit.

GAME BIT

Subwar 2050 doesn't have any new ideas in it, but it does slap a load of old ones together in new and interesting ways. At the heart of the game, a sub sim lurks, complete with all the features you know and love about submarine warfare. Sub games are traditionally dull to look at

MARINA, AQUA MARINA

Identified by sonar as neutral structures, these oil tankers are the target of this raid.

Your bearing and depth to match up with the nav comp.

All that dull navigation stuff's tucked away here.

These handy lines always point up, helping you keep your bearings.

Your next waypoint. Go through it and you're doing fine.

Shows the weapon or device selected for firing.

though, with a 2-D display showing your position and a depth gauge to place ypu 3-dimensionally, but *Subwar*'s having none of that. Forgoing such a traditional view, we've got a first person, polygon-generated view to look at, which is similar to, if not entirely the same as, a flight sim. Finally, to justify this rather odd blend of game types, and to explain why the subs can go so fast, there's a futuristic setting where corporations battle each other on the sea floor as well as in board rooms, and where freelance submarine fighter pilots are called upon to resolve territorial disputes with force.

So it's *F-117 Stealth Fighter* meets *688 Attack Sub* meets *Syndicate*, which is a good enough breakdown to use when looking at the separate elements of the game. The flight sim bit, well, it looks like a flight sim, doesn't it? You've got a few cockpit dials, an artificial horizon, depth gauge, weapon display and so on, although there are a few things to warn you that you're not in a plane.

BIT CLAIRE

For a start, nothing's got wings, as such a huge cross section would prevent a craft from turning in water. Secondly, if you look at an exterior view when you're turning, you see streams of bubbles trailing off the edges of your craft. This looks pretty cool, but also increases your detectability which, in the shadowy covert world of submersible hide-and-seek, isn't such a good thing.

The craft doesn't handle like a plane anyway, preferring to be either bolt upright or upside down, so when you turn, it either flips over or bobs straight back to the upright position the moment you let go of the controls. I can only assume that this is how submarines handle, but I wouldn't really know.

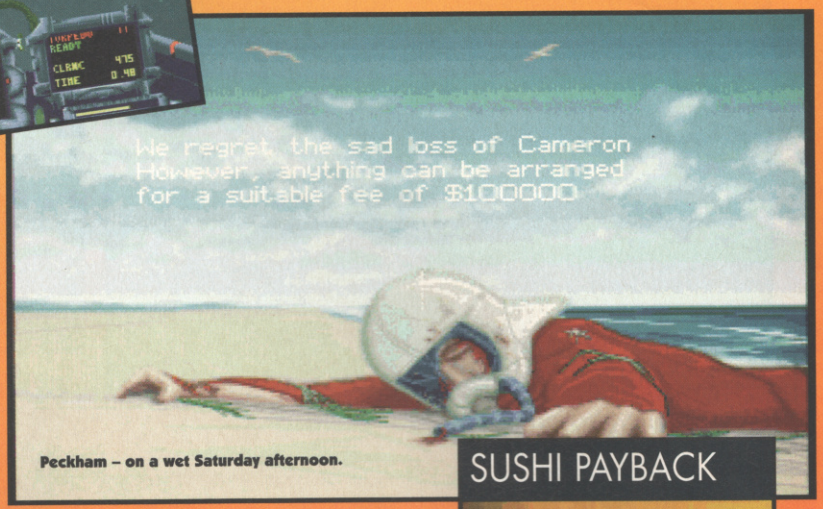
"Obviously, tainting someone's fish stock means war"

Your main weapons are torpedoes and rockets, but you do get decoys, mines and 'special' things for certain missions. Rockets are cool because they travel fast and can be used to shoot down aircraft, but they're a bit feeble and of course are unguided, so you have to lead *(Aim a bit in front of. – Ed)* moving targets to score a direct hit. Torpedoes use sonar (or something) to lock on to targets and have bigger warheads, so if you blast one off, it'll generally find a target. This is fine as long as there aren't any friendly ships in the area, otherwise you'll end up with one of those embarrassing 'blue on blue' friendly fire incidents.

Another handy, flight sim-type feature is that you've often got one or two wingmen, which you can direct with simple keyboard commands to protect you, head for home, or (my favourite) attack the target you're looking at. This is such a good one as it means that they take all the risks and leave you to grab the glory and the money – Hooray!

Meshed in with all this dogfighting tomfoolery is the submarine stuff. The sea (as any fule kno) gets colder and darker as it gets deeper, but it does so in dramatic steps. This results in thermal layers (shown in the game as coloured grids) where warm surface water meets colder, deeper water, which apparently reflect sound waves. In game terms (as all sub game veterans know) this means that if you're above a thermal layer and another sub's below it, then you can't detect each other with sonar, which is particularly handy when avoiding surface ships or dodging by seabed bases.

Sub feature number two is your ability to alter depth by blowing or flooding tanks, which is handy as you can climb or dive independently of the direction you're facing. Once aeronautic bods fully develop 360-degree vectored thrust and tie it to fly-by-wire technology, fighter planes will be able to do this kind of thing too, but for the moment they can't, and the only reason I'm telling you is to appear knowledgeable and well informed. But I digress.



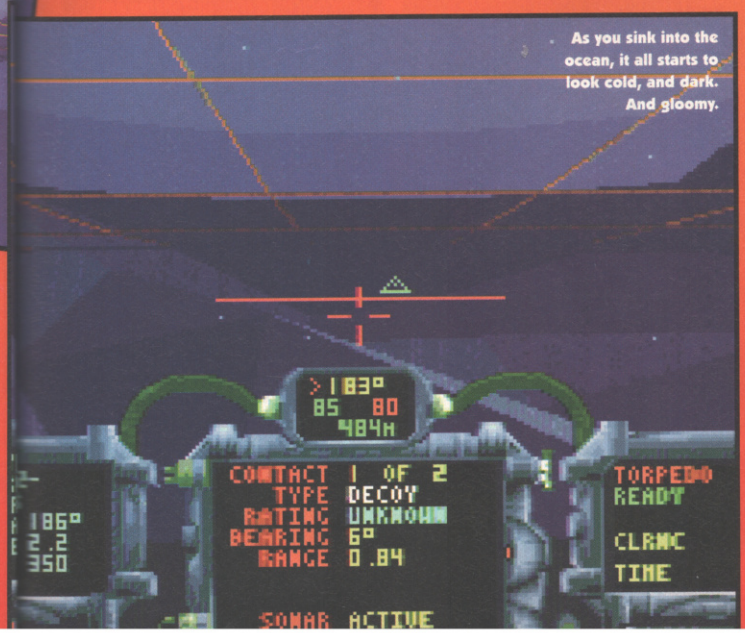
Peckham – on a wet Saturday afternoon.

BIP BIP BIP BIT

Submarines use sonar to detect objects, which is largely made redundant by the fact you can see objects most of the time in *Subwar*. Passive sonar works by just picking up noise made by other objects, and consequently isn't that impressive, whereas active sonar sends out a 'ping' and listens to the echoes, pretty much like radar. Obviously, this is great and everything, but the downside is that it announces your presence and makes it easy for enemies to lock onto you.

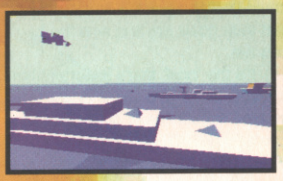
Generally speaking, the best tactic is to use passive sonar until you're detected or start to fire weapons, and then go all kill crazy with the active sonar blasting away.

The final element is the story, which is something we generally shy away from on AP, but which goes a long way to making this such an enjoyable game. The problem with *Subwar* is that if you take it at face value, it's not that impressive to look at. Most vehicles, surface ships and bases are simple polygon shapes, the sky's blue, the same as the sea, so it's practically impossible to tell if you've surfaced, and although the combat's fun, it's hardly serious competition for *Knights of the Sky*.



SUSHI PAYBACK

It's not all saving whales you know. Sometimes you get to sink things.

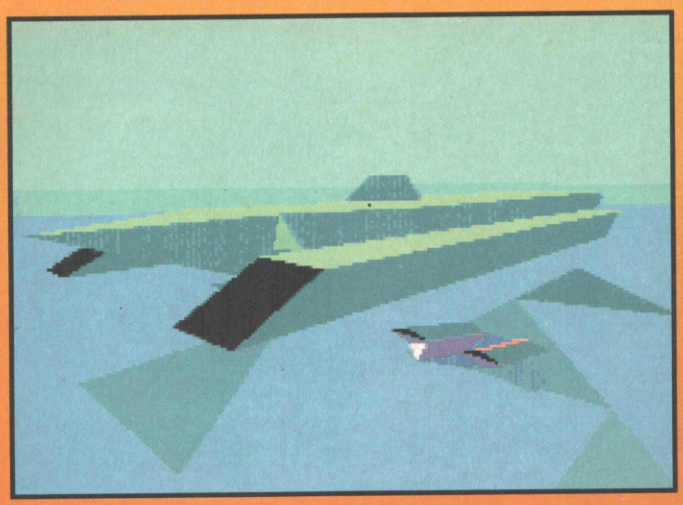


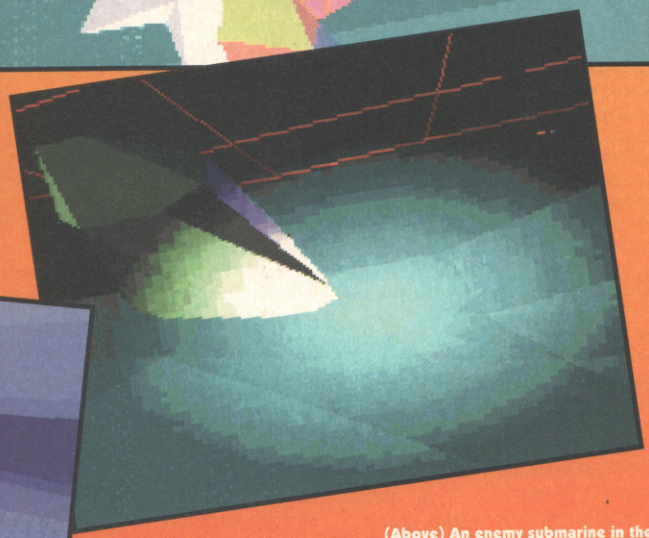
Here's a Japanese war fleet, with a helicopter buzzing around overhead, waiting to land.

Things hot up below as your torps start flying. Or swimming.

If you control your wingmen, you can attack several targets.

And bingo! Torpedoes and rockets strike home. Ooh, Ahh!





(Above and Right) You're the little sub and the big thing's a sub carrier that acts as your base between missions. Big, isn't it? By the way, we'd like to point out this IS the Amiga version. And not the PC one. For instance.

(Left) The problem with all polygon games is that they look a lot better once they get moving. Trust us.

(Above) An enemy submarine in the year 2050 is hit by a volley of rockets at 476 metres. Yesterday.

After a few missions of *Subwar*, none of this really matters, as you really get into it, with the storyline adding to the atmosphere in much the same way that *Syndicate*'s deliberately amoral missions drive you into a blood frenzy. Set all across the globe, each of the six campaigns starts out with a brief mission screen explaining who's employed you, what their goals are and who the bad guys are.

It's the 'brief' that's important here, as it doesn't have to revert to animated film-type sequences or stupid 80-page novellas to set the scene. You're simply told your mission and left to read Under Currents – The Maritime Corporate Defence Journal, which comes with the game and is a sort of AMIGA POWER for mercenary submarine pilots.

The idea is that in the future, corporations can engage in corporate wars, which are an accepted part of business life. As long as the fighting doesn't spread and civilians don't get killed, these wars are used in conjunction with more accepted business practices to get things done. Quickly.

It's therefore considered acceptable to blow up some robot drones to break whales out of an Arctic whale farm, or sneak into a South China Sea fish farm to drop cannisters that'll render the flesh of the fish purple and inedible. Obviously, tainting someone's fish stock means war, so there's plenty of more traditional shooting action too, from protecting submarine tankers from pirates to blasting surface fleets and trashing VTOL planes.

All destroyed craft slip into the gloomy depths, but surface ships do it far better than anything else, breaking up a bit and plummeting so quickly that if you're directly below them, they stand a good chance of wiping you out.

LAST BIT

To recap: Flight sim(ish), sub sim(ish), *Syndicate*(ey). Odd controls, nice exterior views of occasionally drab scenery. Rockets, torpedoes, mines, fish and ships (clever wording I know. Cheers), corporate nastiness. *Subwar 2050* would have Seaquest DSV's bunch of wimpy social workers in a fight any time. Easy.

● *CAM WINSTANLEY*

TRAVEL THE WORLD

Unfortunately, in the world of international corporations and sinister business organised wars, you rarely get to laze around on beaches, unless you get washed up of course. The waters in which you battle are inhospitable, cold and frequently polluted. Bleeurgghhh.

Visit the not so sunny Arctic. Or the Antarctic, possibly. I get confused.

Kill honourable enemies in the seas off the miriad of islands that form Japan.

Visit the not so sunny Antarctic. Or the Arctic, possibly. I get them confused.

Fight and sink near Hong Kong. Choke on the waterborne filth. Cough. Die.

UPPERS Imaginative and evocative futuristic setting with a good spread of mission objectives. The 'gloom of the deep' is pretty good, as is sinking things and rocketing ocean-based mammals *(Tsk. – Ed)*. *Subwar*'s hard-disk-installable and controllable with joystick, keyboard or mouse – Hurrah!

DOWNERS Very often there's little to look at, and there's noticeable slowdown when a lot's happening. The sky looks like the sea and the controls are sluggish, but hey, maybe that's how futuristic fighter subs handle.

THE BOTTOM LINE

Although it looks a tad sparse at times, and often slows down, the varied missions and interesting settings draw you right into the game. As a crossover between a flight sim and a sub game, it works well, taking the best bits from both genres, but I'm a bit concerned that you might run through all the missions too quickly.

82 PERCENT

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Artwork by Frank Wooton.
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MARVIN'S MARVELLOUS ADVENTURE

"GOT ANY GAMES FOR ME TO REVIEW?" hollered Rich. "Yes we have," we replied.

Game: Marvin's Marvellous Adventure
Publisher: 21st Century Entertainment
Authors: In house
Runs in: A 1200
Price: £30
Release: Out now

Marvin certainly is colourful, eh readers?

"I searched in vain for some soap"

I woke up at 8.35, decided that I wasn't ready to face the world yet (let alone have to review a game, especially on a Saturday), and went back to sleep. I re-awoke at 9.14, bathed, dressed and made myself breakfast, for which I had a bowl of Ricicles, a piece of toast, a cup of tea and a small argument with my Mum about me leaving offensive mug rings on the sideboard. Suitably fuelled, I decided I'd better get my act together and get on with my review. It was 10 o'clock.

BUMP

At 10.40, I accidentally mistimed a jump and landed on some spikes; forty minutes, that is, into the game, on my first go ever. Marvin, you see, is ridiculously easy, and that is the entire problem. At 10.52, my concentration slipped as I glanced out of the window to see what sort of day it was (it looked like rain, inevitably), and fell into some lava. Two lives lost, but the quantity of extra ones I had gained during my first 52 minutes of play still had the life counter going off the scale. At 11.06 I paused and went to the loo.

Crikey, I thought as I searched in vain for some soap and rinsed my hands under the tap. I'm going to have a bit of a tough time reviewing this game. And, sure enough, a mere four hours and thirty-two minutes later, not including the break (and cheese on toast) I had for lunch, I finished the game.

I really am having problems reviewing this little banana. I've decided the best way to show you what it's all about is to include lots of screenshots, and explain the individual bits as they happen in order for you to get the gist of the game. *Marvin's Marvellous Adventure*'s pretty standard platform fodder, divided into sixty continuous levels (ie, there aren't any end-of-world baddies, or 'World Complete' messages), the five worlds providing subtle variations in backgrounds and baddies.

LUMP

From these screenshots you'll be able to see that it does indeed look great, all sun-setty and AGA-rendered. It looks cute, and Marvin looks cute as he pulls himself up onto platforms, or turns his head to look out of the screen and winks when you leave the joystick alone for a while. A thumbs up, at least, to the graphic artists.

So then. I enjoyed myself thoroughly for the four hours and thirty-two minutes it took me to play through *Marvin*, but it has to be said that I have no reason ever to want to play it again. There are no bonus sections or extra screens to find (or at least, the ones there are are so obvious you're bound to find them first time around anyway), so basically I've seen everything the game has to offer.

My credibility would have been elevated yet further if I had actually finished the game on my first game ever, but in truth it probably took me around, ooh, ten attempts. Using the passwords I gained along the way though, natch.

Er, so a score. No one in their right mind would want to spend £30 on a computer game which will only last an afternoon, and although I'm no expert at computer games *(He's joking, of course. – Ed)*, I'm sure no-one who has played their fair share of platformers would take more than a weekend to finish this game. So this suggests that *Marvin* should be scoring an extremely low mark. Or do we

PLAY DEAD

There are a number of ways baddies can be killed in *Marvin*. Don't expect to be too surprised, though.

You can kick them. A bit like this.

Or a bit like this.

Or you can jump on their heads. A bit like this.

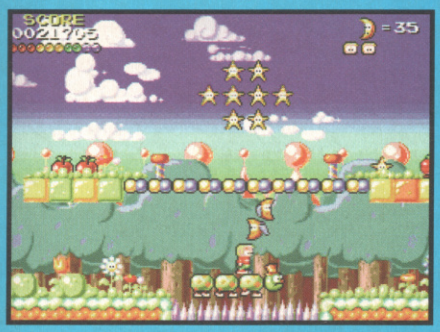
Or similarly a bit like this.

Or, as this screenshot hints at, you can shoot them.

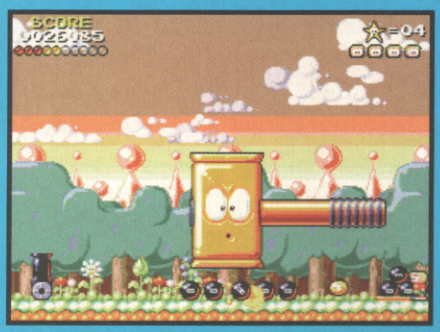
Yep, that's the way.

EASY PEASY

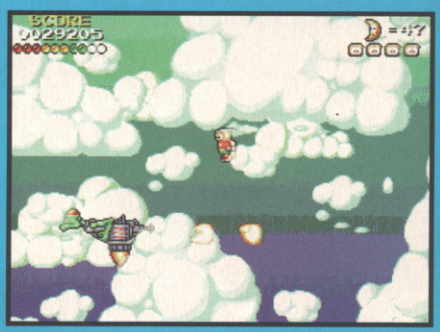
So just why is *Marvin* so easy? Some prime examples.



Oooh – those spikes look nasty. Not to worry, all you have to do is to stand on that caterpillar's back.

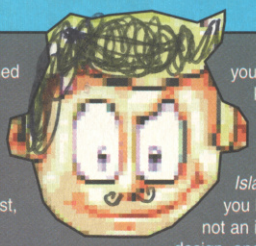


Ouch – that mid-game hammer looks a bit tricky. But don't fret – all you have to do is to kick the cannon balls towards the cannon and let him have it.



Oo-er – what on earth is this near end-game jet-pack level all about? Ah – I see. All you have to do is move about and shoot things.

assume that *Marvin* is aimed at (pause of disbelief) The Younger Player? If it is, then 21st Century really should have said so on the box, or in their press release, or to us, or, at least, something.



SLUMP

Apparently the programmers even referred to issues of AMIGA POWER when writing this game, noting our immediate hatred of platform games riddled with just the sort of niggles we like to iron out in Kangaroo Court each month. *Marvin* suffers from none of these things. Never will you have to take a leap of faith, never will you curse as a hidden spike pierces you through the ground without warning, and never will you think "how was I meant to know that was going to kill me?" In fact, *Marvin* has to be the fairest platformer I've played since *Rainbow Islands* – every time you die you know it was your fault, and not an irritation of the program design, and you'll only get frustrated with yourself, not with the game.

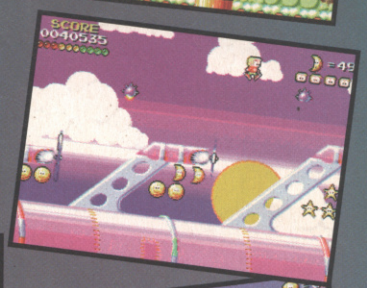
The only problem is, as I'm near bored of mentioning, that it's far too easy. And I can offer little suggestion of how 21st Century could make it any harder, without them resorting to just the sort of nuances we've spent the last four years persuading softies to avoid, or basically completely re-writing the game.

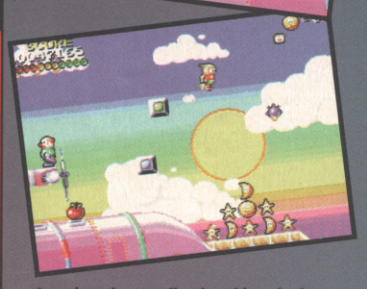
We frown here at AMIGA POWER on games aimed at 'The Younger Player', clenching our teeth at the idea that just because at the last minute someone realised that a 'grown-up' game is far too undemanding, it can be flogged off to 'the kids', and flaring our nostrils at the idea that age bears any relation to computer gaming skill anyway.

CRUMPLE

Marvin is just such a game. We admire the effort that has been put into making sure it plays smoothly, but we scowl forlornly with utter distaste at the lack of effort it takes to play. Buy it if you want to boost your ego, or for a younger sibling or cousin, but otherwise, in a round-about-concluding-don't-bother-kind-of-way, don't, and you know what I'm going to say next, bother. *(Eh? – Ed)*

● *RICH PELLEY*



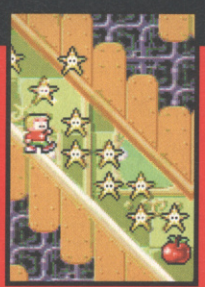


Jumping about collecting things is the kind of thing we do all day long at AMIGA POWER.

MARIO MADNESS

A third box out? Er, well, although it plays nothing like it, there are a number of bits in *Marvin* that are heavily reminiscent of *Super Mario World* on the SNES. See if you can spot them, readers.

Jump up and hit the blocks with your head to reveal all manner of bonuses. Now, is it just me, or have I seen this idea incorporated into a game before?



A big tunnel of stars to roll down. Actually, this looks a bit like *Sonic*.

It's an expanding snake of blocks. Work out which way they are going, and follow them along else you'll fall into the water and die. Hmmm, looks familiar.

A helpful message balloon box. That's a good idea. Although, hang on a minute...

Jump down that well and you'll get to a big room full of goodies. Strange, but for some reason I though it ought to be a pipe.

UPPERS Looks great, looks cute, plays like a little dream.

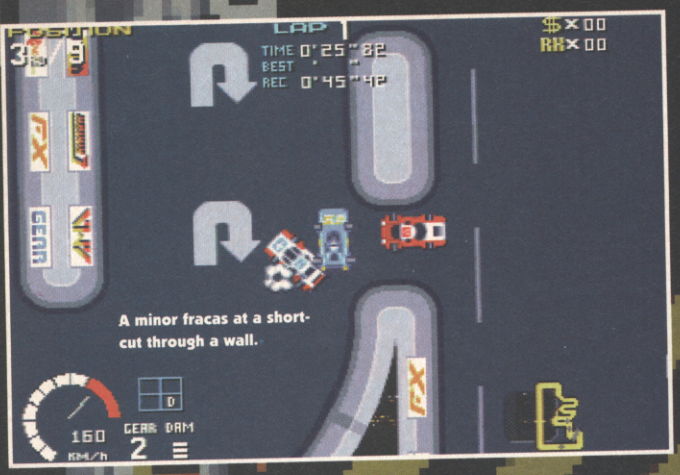
A1200

DOWNERS Not much of a variation in baddies, or levels, however.

THE BOTTOM LINE

You'll finish it within two days, or I'm a tulip. So don't bother. It is a shame though.

26 PERCENT



ROADK

I am the Night Rider. Remember me when you look at the night sky.

Runs on: A1200, CD32
Publisher: Acid
Authors: Vision
Price: £29.99
Release: Out now

We are disturbed at AMIGA POWER when review copies of games appear on our doorstep unannounced, without us having had a chance to tell you about them in advance. It means they have somehow managed to evade our network of international espionage and deceit, slipping past our fleet of unmarked Transit vans to lie temptingly on the shelves of computer game shops, their origins unknown. It doesn't happen often, but you can be assured that when it does, our strict internal disciplinary procedures are rigorously applied.

Roadkill, then, comes from New Zealand, and from the people who brought us *Guardian* (The Game of Champions). It wasn't actually programmed by Acid, instead being created by their fellow countrymen Vision Software, but it's just as slick and just as exciting.

It follows the current vogue for overhead-view driving games, and will therefore be up against Team 17's *All Terrain Racer*, Kompart's *Turbo Trax*, Acid's *Super Skids*, US Gold's *Powerdrive*, Terramarque's *PID* and possibly even the original *Skidmarks*, which has recently been bobbing about near the bottom of the charts again. And at first, in the face of such stiff competition, it's hard to see what it offers.

BURN

That's until you've put the CD in and the intro sequence has begun. Unlike most tool-of-the-devil intros, you'll want to watch it several times. Possibly as many as five. It shows superbly-rendered cars zooming smoothly around a racetrack, crashing into each other and flipping up into the air before erupting in flames, making frustrated cinematographer Cam rave about the camera angles and how it's got motion blur and everything. It also features perhaps the most delightfully unpleasant moment in computer game history, but I'd ruin it if I told you what it involves. And, in fact, that's enough about the intro, because if you're playing the floppy disk version you don't get to see it anyway.

"Rave about the camera"

And on into the game, which is probably the one we've been playing most during idle moments at AP this month. After you've selected your car from the eight available, you find yourself sitting alone on the track. This is your chance to do a practice lap, and familiarise yourself with the course – where the power-ups are, which are the tricky corners, that sort of thing.

Then the screen clears.

You're on the starting grid, in eighth position out of nine. The crowd roars. Sinister rock music begins to play.

"GOOD LUCK," hisses a sinister-sounding unseen commentator. "You'll need it."

The music starts to play faster, and louder. Engines rev.

"Three."

Faster and louder.

"Two."

Faster. Louder.

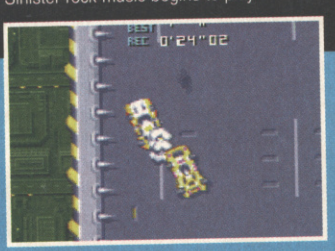
"One."

Hnngh...

"SHOWTIME."

You squeal off the mark, and straight away a computer-controlled car cuts

Here we are attempting to kill a rival by ramming him into the walls which line the road. An erratic method.



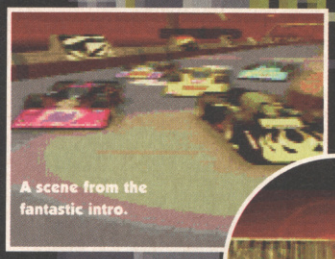
This approach is similar, but this time we are taking advantage of the spikes in the 'kill zone' to kill him.

Here we aren't so much killing our opponent as watching him destroy himself by driving over a mine.

WAYS TO KILL A MAN

***Roadkill* couldn't be more appropriately named. For not only does it take place on a road, but you kill people. When this happens, it is called a 'roadkill' – a kill, on a road. You see? It all makes complete sense. This game is a marvel indeed.**

Some tense nose-to-tail racing. Earlier.


A scene from the fantastic intro.

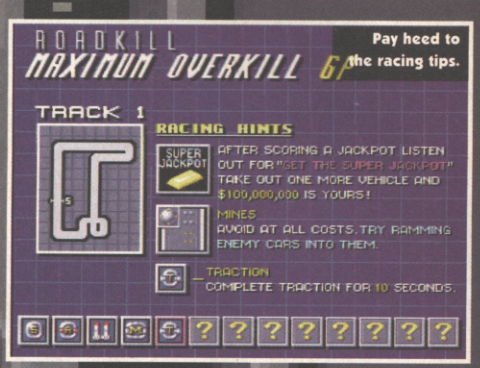
Good heavens.

Eek.

Blimey.

KILL

Sneaking through this short-cut is generally to one's advantage.



Pay heed to the racing tips.

"GET THE

across in front of you. Pulse racing, you edge forward to draw level with him.

"DESTROY HIM."

You're in the kill zone, an area of the track flanked with spiked walls. Before he gets the same idea, you throw the joystick to the left and sideslam the computer car, sending him spinning into the wall.

SMASH

Although the spikes don't kill him outright, he looks pretty shaken up. You're into the first corner, and manage to turn inside a couple of other cars.

"MISSILES."

You've managed to pick up some homing missiles, one of the weapons you can blow up other cars with.

"KILL OR DIE."

You press fire, and a missile streaks towards the car in front.

"TWO MILLION."

Fire again, and a missile swoops off, circles around the car to your left, and then blows it up.

"FIVE MILLION."

Another car erupts into flame.

"TEN MILLION."

An exciting tune starts to play.

JACKPOT."

The music starts to play faster and faster. One more kill and $50,000,000 is yours. Fire. Hurrah. There's a rising screaming sound, a huge explosion and...

"JACKPOT."

Some more music plays.

"GET THE SUPER JACKPOT."

And so on. The scrolling is super-smooth, and a parallax effect gives the impression that you're driving hundreds of miles above a huge city. Bits of the road are translucent, too, which is neat. There are four stages, with three courses in each, and they start off very easy and soon get terribly hard, as you get shot at from wall-mounted gun turrets and have to go wiggling through complicated twisty bits.

Ultimately, though, underneath all the gloss, it's a very basic overhead-view driving game. The computer-controlled cars behave very convincingly, with each different sort having its own characteristics, but a two-player option would have been even nicer.

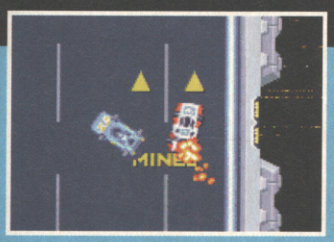
The car handles realistically, but it all goes to pieces when you crash into a wall and are automatically turned around to face in the right direction – which usually helps you, but often gets really annoying and silly. Most of the skill is in reacting quickly to hazards as they scroll onto the screen, which is challenging enough, but also rather contrived, because the only reason they're so hard to anticipate is because the tightly-cropped view gives you such an artificially limited view of the road ahead.

Why doesn't it supplement the damage indicator, which is far to small to look at regularly, by saying "SHIELDS LOW", or making your car start to flash, so you don't keep driving blissfully past the pits only to die instantly on contact with the next wall because you hadn't noticed you were nearly dead? And Steve complains that, although you can win huge piles of cash, you can't actually spend it on anything, although I secretly find all that 'upgrading your car' business slightly tedious.

"TAKE HIS LIFE."

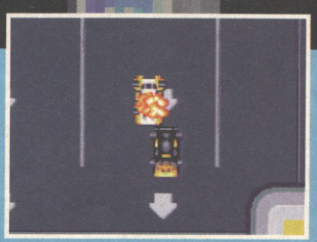
But it is tremendously exciting, especially when it goes 'GET THE SUPER JACKPOT". And we have been playing it a lot.

● *JONATHAN DAVIES*



And here as well, by the looks of it. Mines are fun, unless you drive into one yourself, when they are swines.

Rockets are useful for killing people, but are difficult to aim, as we see here. It's best to fire them from behind.


The ultimate method of dispatch is the homing missile. Here we have struck down a car that was actually behind us.

UPPERS Hugely atmospheric, thanks to the sound effects and music. Slick graphics. Realistic handling. Well-judged difficulty curve. Compulsive. Great intro.

DOWNERS A few annoying quirks. Not much depth.

THE BOTTOM LINE

Definitely the most exciting game we've played this month, if not the most original.

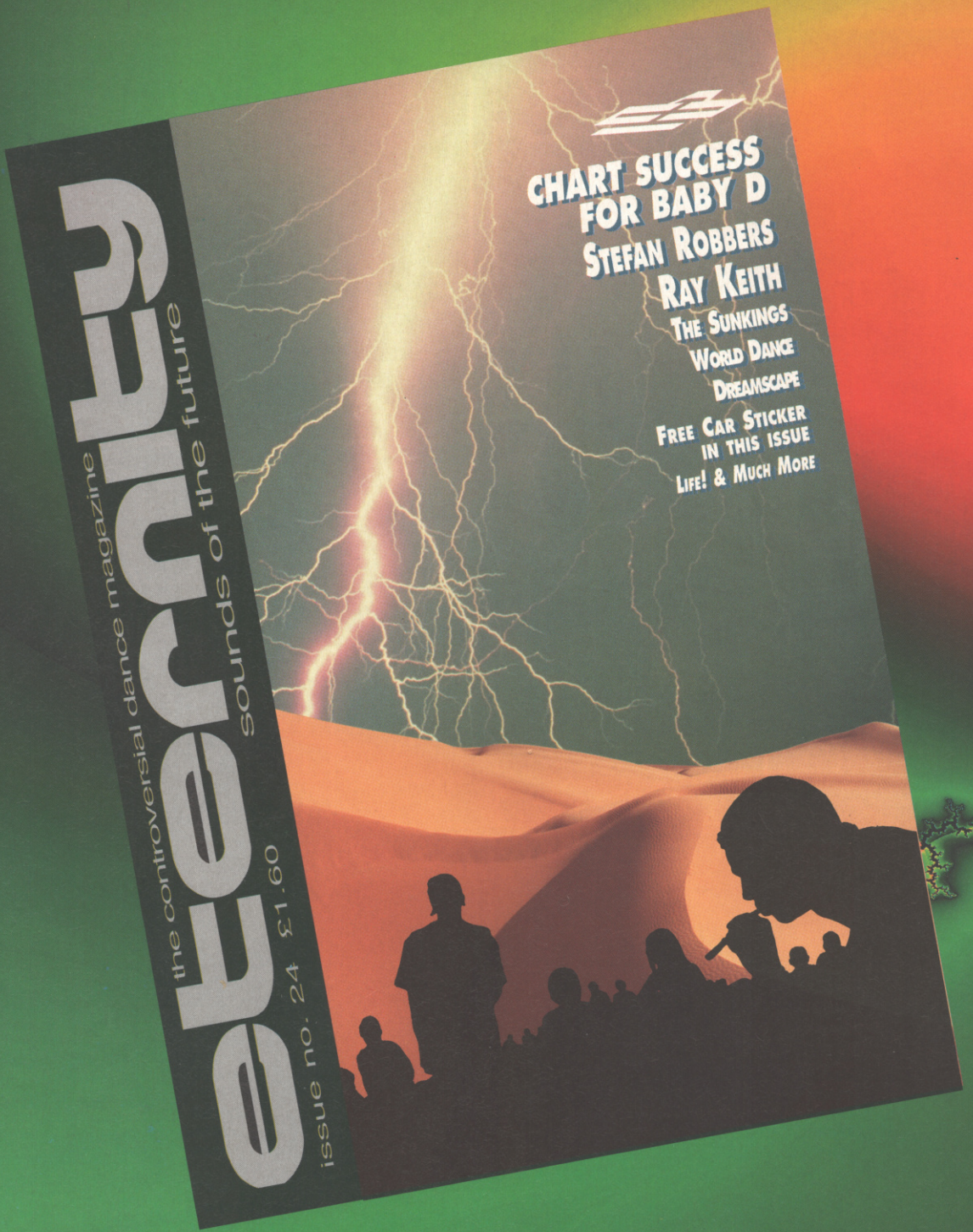
84 PERCENT

CD32

THE BOTTOM LINE

A1200

We have yet to see the floppy disk version, but we're told it's the same, only – tragically – without the immensely good intro sequence. The frustration, eh?



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PEACE...LOVE...AND UNITY

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BUBBLE AND SQUEAK

First there was *Bubble and Squeak*, and now there is the same one again. On the A500. Of it.

The lack of backgrounds means it all looks a bit bare at times. Like it does here.

And over to the right there.

And over there on the left. And down there as well. (And that's quite enough of that. – Ed)

Runs on: A500, A600, A1200 (non-AGA version)
Publisher: Audiogenic
Price: £26
Release: Out now
Authors: Pat Fox and Scott Williams (design), Alex Slater and Ray Price (code), Pat Fox and Richard Smith (graphics), Allister Brimble (music)

The mightiest beings ever to produce a computer games magazine as we are, it is appropriate that software publishers take note of our criticisms and act upon them. Take *Lionheart*, for example. AMIGA POWER intoned, "The main character – he runs like a mincing jessie," and, lo, Thalion did enbutch their hero. Or *Super Stardust*. "It is too easy," concluded AMIGA POWER, and, lo, Team 17 did get Bloodhouse to put back in all the difficult parts they'd made them take out two weeks before.

To this properly acquiesent company we must welcome Audiogenic. "Stupid Blue Thing is far too stupid," AMIGA POWER ululated. "It is most annoying." So, for the (until now cunningly kept secret) A500 release of *Bubble and Squeak*, the programmers have adjusted Stupid Blue Thing so he no longer falls off a platform if you turn around, nor leaps to his death because you sneezed. This is a Good Thing.

It's jolly interesting to see what a difference is made by changing the line of code governing how closely you have to get to Blue Thing to make him run around behind you to maintain his distance. (As I'm guessing is what's happened here.) Whereas before a single tap on the joystick as you adjusted your stance on a lift made Blue Thing leap into the air as if attacked nasally with a cattle prod, now the fool at least is prevented from destroying your careful plans by your inadvertently walking towards him.

FLASHBACK

(For people who missed the original review in AP40, you play a small child remarkably similar to Charlie Brown who has to guide a stupid blue thing through some attractively clever platform levels broken up by welcome shoot-'em-up sections. Blue Thing can be used as a convenient platform, spring, or high-jumping-mount-that-blows-bubbles depending on whether you destroy enough villains and loot their bodies to feed a bubble-gum machine.

The subsidiary aim to each screen beyond reaching the exit (something that may involve kicking Blue Thing through pipes so he knocks down blocks you can use to climb up to a previously unreachable ledge and the like) is to rack up enough carelessly mislaid gems to pay the ransom of a kidnapped Blue Thing Junior. Smiled upon by AMIGA POWER to the tune of 77%, the main failing of *Bubble and Squeak A1200* was the annoying imbecility of your fatuous companion and the bizarre time limit feature which gradually filled the level with water so that a tumble from a high ledge inevitably led to a drowning death.)

The game now 'flows' much better, with the challenge coming from solving the level rather than solving the level and keeping Blue Thing on track. I'm still not convinced about the water time limit (on the later levels there are so many traps and dead ends you have to spend time scouting out the screen, but you're not given enough time to compose a solution and then go back and carry it out) but the fact Blue Thing no longer takes it into his head to plunge to his doom for no acceptable reason lends it a more exciting, less annoying air.

And nothing's been lost in the translation to the humbler machine; the backgrounds are plainer, but I could detect no other appreciable differences. Further, in a move designed to please scheming Celt turncoat Steve McGill, the game supports the CD32 joypad on a non-AGA machine, buttons and all. (It's a world's first, apparently.)

Yes. I think *Bubble and Squeak* has indeed benefitted from a bit of a rejig. And have adjusted its mark accordingly.

● *JONATHAN NASH*

UPPERS A very playable platform game that avoids the obvious faults and is, shockingly enough in these modern times, A Lot of Fun. It's got nicely different sub-games, well-balanced puzzles, pots of character and, amazingly, good music. Hard drive-installable. Supports CD32 joypad.

A500

DOWNERS The troubles afflicting the A1200 version – all to do with the infuriating stupidity of Blue Thing – have been cleaned up in this new, improved version. But the water time limit's still overly harsh.

THE BOTTOM LINE

A creditable platform game, the slight changes from the original enhancing it considerably. Highly enjoyable.

83 PERCENT

REUNION A500

First there was an A1200. Version. Of it. And now there's an A500 one. Good.

Game: Reunion
Runs on: A500, A600
Publisher: Grandslam
Author: Amnesty Design
Price: £35
Release: Out now

Cam was, of course, only joking at the end of his *Reunion* review in AP43, when he told you that an A500 version of the game wouldn't be appearing. The giveaway was his use of the phrase "Not even in eight light years" to suggest an unfeasibly long period of time, when, as we all know, a light year is a measure of distance. Ho ho, eh?

COMING

So here, in fact, is the Amiga 500 version of *Reunion*. And it's the same, only without all the sound and lovely 256-colour screens. Any 500 or 600 with at least 1Mb will run it, and if you've got an external disk drive (or three) you can cut down on the disk swapping as well. Hurrah.

Unfortunately, if you play this version on a 1200 you'll still need a hard drive.

Now, although the graphics and sound have been toned down in this version, it's exactly the same strategy adventure game. And as such it isn't half bad. Basically it's your job to find Old Earth (the one you're sitting on right now). To do that you will need to find the warp engine your forefathers used all those years ago to find the New Earth (which is where the game is set). And to do this you're going to have to mine for minerals, invent and build things, go searching in space, find and start up colonies and all the usual space quest things.

Everything in the game is hidden behind a menu, and some of the menus or icons won't appear until you've done something else. You can't launch a satellite into space if you haven't invented one yet, can you? But thankfully there are plenty of tastefully drawn pictures to brighten up the action. And if your idea of fun is plenty of head-scratching situations, then you're going to love this.

Here's a variety of screenshots to show you what the game is like.

TOGETHER

There's no one set way through the game, and most of the decisions you make in the beginning will be completely wrong, but learning through trail and error is what the game is all about. It's also massive, and anyone who gets well into it will find themselves hooked.

It has to be said, though, that a second, and maybe a third, disk drive is essential unless you fancy endless disk-swapping as you run through the masses of menus.

All in all *Reunion's* a nicely competent strategy game with a large playing area to explore and lots of stuff going on in it, and it should provide you with many hours of fun once you've got to grips with it.

● *PAUL MELLERICK*

It's all very dark and atmospheric isn't it? And that miner droid looks well 'ard.

UPPERS A huge gaming area, lots and lots of detail, and a nicely strategic thrust that, if you let it grow on you, you will find enthralling.

DOWNERS If you haven't got at least one external drive this really isn't worth considering, and some people may be put off by the initial complexity of it all.

THE BOTTOM LINE

Reunion's a tough and rewarding game if you give it enough time, and it's a rare treat for A500 owners to be able to play something that A1200 owners (without a hard drive) can't. Hurrah!

81 PERCENT

YOU'VE FOUGHT THE OTHERS..

..NOW FIGHT ME!

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THE ONE

"WHO NEEDS MORTAL KOMBAT II WHEN YOU'VE GOT THIS"
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The flying kick swiftly deals with this fellow.

You'll be wanting the flying kick for this one.

RISE OF TH

Rise of the risible, more like.

Runs on: A500/600 (1Mb), A1200, CD32
Publisher: Mirage/Time Warner
Authors: Instinct Design
Price: £40 (500/600), £43 (1200), £35 (CD32)
Release: Out now

We previewed *Rise of the Robots* in AP32, over a year ago. Edge magazine put it on their cover in the same month (an accolade usually reserved for new consoles from Sony or Sega), and ran an eight-page feature on all the effort that was going into creating the graphics using 3D Studio rendering software. Since then, work on the Amiga version has been delayed by a proliferation of versions for other formats – in total, *Rise of the Robots* is being produced for 22 different machines, including CD-i and 3DO, and there's even a coin-op version. The music has been written by Brian May, who used to play the guitar for pop group Queen. A multi-million-pound marketing campaign has led to a *Rise of the Robots* novel from Penguin, and discussions are underway regarding *Rise of the Robots* toys, *Rise of the Robots* comics and a *Rise of the Robots* cartoon series. There's even been some talk of a *Rise of the Robots* movie.

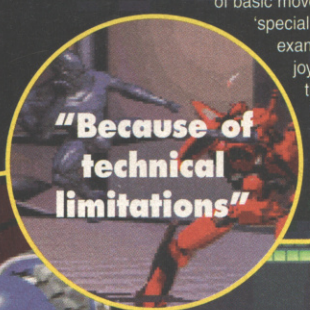
Meanwhile, here's the *Rise of the Robots* game.

THE GOOD POINTS

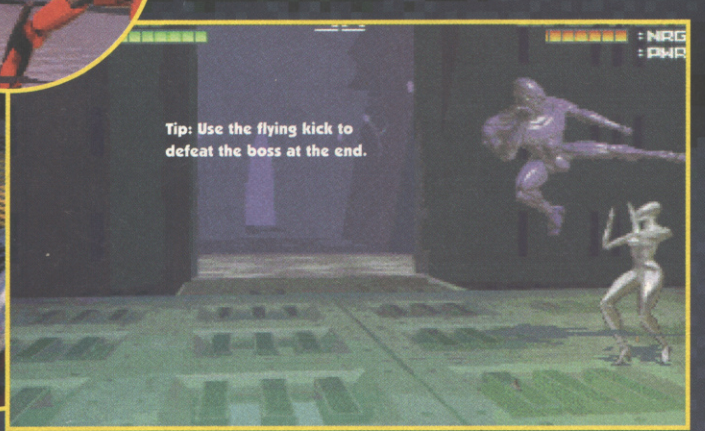
- The graphics are great. The robots look suitably fearsome and move about smoothly. The backgrounds look good too.

THE REST

- The scene is set before each round by animated sequences showing your opponent walking into view, while text is written on the screen a letter at time accompanied by a beep-beep-beep noise. It is therefore necessary to switch these off.
- As the two characters then face each other, the battle is begun not by a voice crying "Fight!", but by some more text being written a letter at a time accompanied by a beep-beep-beep noise.
- There are 7 different characters in *Rise of the Robots*. In *Street Fighter 2* there are 12; in *Mortal Kombat 2*, 17.
- In a one-player game you can only be one of the characters – the blue one.
- In a two-player game, one of the players has to be the blue one.
- Each character performs the same set of basic moves, plus as many as two 'special' moves, performed, for example, by moving the joystick Down and Up and then pressing Fire.
- Only one fire button is used, even on the four-button CD32 joypad.
- All the moves involve hitting your opponent in some way – you can't throw him or crush him or launch a fireball at him, and you certainly can't pull off his head or tear out his heart.
- Oh, except there are 'secret' moves as well. These involve becoming invisible (so the other player can't see you), becoming invincible (if you manage to do this before the other player, you can then kill him without him being able to do anything to prevent it), and – watch out for tis one in a future Kangaroo Court – reversing the other player's controls.
- Because of technical limitations, the characters can't turn around and face in the opposite direction. This means that in two-player mode you can't jump over your opponent's head to, for example, avoid being trapped at the side of the screen and helplessly killed.
- The backgrounds are static, rather than scrolling, so the playing area is only as large as the screen.
- The impact of these huge metal warriors striking each other is indicated by a couple of small triangles floating to the ground, and a crunch noise.

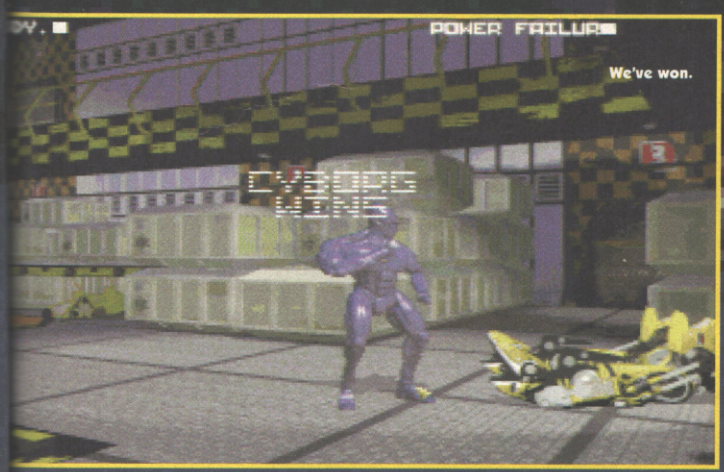


The flying kick's done for him.


Tip: Use the flying kick to defeat the boss at the end.

E ROBOTS

● The shadow beneath your robot overlaps your opponent when you approach him. There is an option to switch the shadows off.
● Brian May's music consists of a guitar going "kerrannnnnnng, kerrannnnnnng, kerrannnnnnng", and is confined to the options screen. During the game there is no music at all.
● For some reason you have to 'fight' the first group of five baddies twice before you can take on the sixth and final one.
● In Beginner mode, you can complete the game by pushing the joystick up and to the right, and then holding the fire button down for about ten minutes.
● In Easy mode, you can complete the game in the same way, although to beat the last character you have to repeatedly press Left, Right, and Fire.
● In Medium mode, you can defeat the first five characters in the same way, but you then have to fight them all again in Hard mode.
● In Hard mode, none of your moves have any effect on the other characters unless your power bar is charged up to maximum when you make contact. You charge it by pressing and holding the fire button for a couple of seconds. Unfortunately, as soon as you hit your opponent (which is what tends to happen when you press the fire button), the bar stops charging, so it is difficult to see how the game could be completed in Hard mode.
● As you hold Up, Right and Fire, the robots initially try to fight back, but then simply cower in the corner of the screen until they die. This is presumably owing to the "unique combat intelligence system that adapts to and *learns* your style of play".
● In a two-player game, if Player 1 holds Up/Right and Fire, Player 2 loses the match every time.
● The Amiga 1200 version comes on 13 disks. 7 of these are required to play the game, 5 contain the introductory sequence, and the other installs the game to a hard drive.
● The CD32 version of *Rise of the Robots* costs £35; the ordinary Amiga version, £40; and the AGA version, £43.



We fear for the immortal souls of those quoted on the packaging who would have you believe that *Rise of the Robots* is worth 93%. ("You'll wish all your games were this good." For pity's sake...)

We can only hope you haven't already been swayed by them, by any 'exclusive' *Rise of the Robots* 'reviews' you may have already read in rival Amiga magazines, by the 60-second *Rise of the Robots* TV and cinema ads, by the national *Rise of the Robots* billboard poster campaign, by the 'controversial' *Rise of the Robots* ad in Viz, by the six-foot-high cardboard *Rise of the Robots* cut-outs in computer game shops across the nation, or by the big, exciting-looking *Rise of the Robots* box it comes in.

Copies of *Rise of the Robots* were only released to the press a couple of days before the game went on sale, so it'll have been in the shops for a month before you've had a chance to read this.

Rise of the Robots is terrible. I'm not exaggerating. Ironically, it's probably because the graphics are so good that it plays so poorly – every move the robots make takes so many frames of animation, and so much memory, and so many months of rendering with 3D Studio, that it simply wouldn't have been possible to make the gameplay any more complicated than it is.

What an astonishing waste of time.

● *JONATHAN DAVIES*

UPPERS
Nice graphics.

CD32

DOWNERS
Farcically tedious.

THE BOTTOM LINE
Even if you don't believe in Father Christmas, it might be worth writing to him to make sure he doesn't bring you a copy of this.

5 PERCENT

THE BOTTOM LINE

A1200

Looks and plays the same as the CD32 version, and, although it comes on 13 disks, the swapping's not that bad. Recognises a second drive, too.

THE BOTTOM LINE

A500

We haven't seen a copy of the 500 version yet, but it inevitably won't look quite so good. We're told the gameplay remains intact, though. Phew.

FOOTBALL

They think it's all over... it was. A long time ago.

Runs on: A1200/A4000
Publisher: Black Legend
Author: Croteam
Price: £26
Release: Out now

The whole point in reviewing a game is to compare it with software already out there, and tell you what's what. *Football Glory* and *Sensible Soccer*, for example. You've seen all the preview screenshots, you've heard all the stupid stories about how this looks incredibly like Sensi *(Allegedly. – Ed)* (but apparently the programmers have never even seen *Sensible Soccer*) *(Allegedly. – Ed)*, and you've also heard that this had loads more features that *Sensi*. Everywhere you turn, someone's been touting it as a *Sensi*-beater. This is not true. It doesn't even come close. When it comes down to it, *Football Glory* is yet another average kickabout-in-the-park when compared to the Wembley Stadium of *Sensible Soccer*.

WAY OFF

The strength of the mighty *Sensi* is in its passing, and *Football Glory* directly emulates its method of tapping the fire button for a pass, or holding it down for a shot. But the implementation is inadequate – while *Sensi* handles passes by slipping the ball in the path of a player, a quick tap of the fire button in *Football Glory* leaves the ball falling short of its intended recipient so he has to circle around to pick it up. (A slightly-longer-but-not-long-enough-to-be-a-shot tap does indeed get the ball to the other player, but instantly, which is off-putting and unrealistic.) In addition to this, the aftertouch is handled badly. Now aftertouch is great – after *Kick Off* introduced it, every single football game since has attempted to hone it to perfection. But *Football Glory* has gone the other way with far too much aftertouch. It's silly that you can be clear on goal with only the keeper to beat, and your gorgeously crafted curving shot will suddenly bend away from goal at the last possible moment. There seems to be an incredibly thin line between exactly the right amount of aftertouch and way too much, and *Football Glory* has too much.

Where it does score over *Sensi* is with its catalogue of special moves. Back-heelers, one-two passes, overhead kicks, riding tackles *(Jumping over a tackle at the critical moment. I am led to understand. – Ed)*, volleys, diving headers and power attacks to give a player that extra bit of oomph can all be brought into play to shake up the game. Or at least they could if they worked properly. The opposition in *Football Glory* bears down on you all the time, and your only thought is to get the ball up the other end of the pitch and mount an attack of your own. So as far as special moves go, there's little chance of putting together a lovely one-two or attempting to curve the ball around a defender and then run on to it – you've only got time to try to head the ball away or into goal. The only usable move (usable because you can see the ball coming and therefore have time to try for it) is the overhead kick. It's by no means easy, but very effective and spectacular if you pull it off.

Wow! Now that's what I call a screenshot. Still, the smaller ones show you lots of interesting bit of the game, especially the zoom feature. Cracking goal, that.

COMEDY

Of course, when playing a computer opponent they perform the special moves immaculately every time, except when they blow it completely. *Football Glory* falls into the old trap of making its computer players play either perfectly or amazingly stupidly. I'm not sure if this is meant to give the game an edge of realism or what, but at some points in the game, the computer opponent will get things horribly wrong. And I'm not just talking about passing the ball directly to my attacker. On one occasion the goalie attempted to kick the ball out, missed the shot, turned

L GLORY

I thought I'd try my luck in the European Championships as England. Not doing too well at the moment I'm afraid.

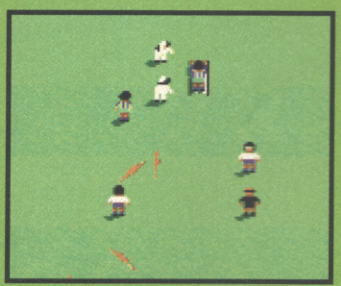
Or if you play from the hard disk, the game crashes after one match because neither it nor the manual tells you about having to keep disk one in the drive as copy protection.

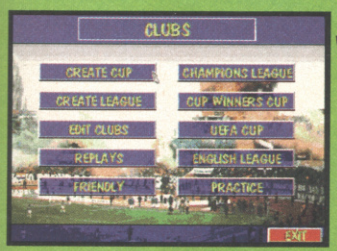
BUT WAIT

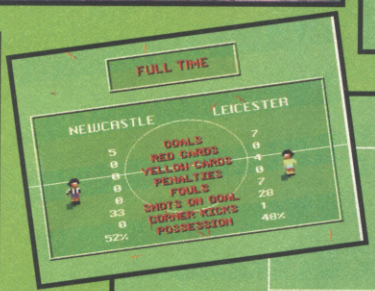
Clearly *Football Glory* is no threat to serious threat to *Sensi* in the final reckoning. But although I've concentrated on the bad points of the game, it's not a bad game overall – trivial (but annoying) faults aside. There are plenty of options you can mess around with, competitions to enter your team in, and creating your own leagues and cups is always fun. And

if you can persuade a mate or six to join in you will find yourself playing along quite happily. It's just that when you've been playing *Sensible World of Soccer* all month (see my lovely guide starting on page 88) this, along with almost every other football game, pales in comparison.

● *PAUL MELLERICK*







around, ran after the ball and hoofed it into his own net. Comedy? I had to pick myself off the floor.

On top of all this there are all the tiny, trivial bits that on their own wouldn't be too much of a problem, but when added together become a real pain. For instance, if you quit the game when you're a goal ahead, you'll win that match. Or when someone gets booked or injured during the match, the ref and players chatter about it in 'funny' speech bubbles.

Lots of goals (7-5 to me), and here's a big picture of me scoring one. Cool, huh?

UPPERS It plays an okay game of football, and I do like the overhead kick ability because it works very well. The speech, even if there is only one example of it ("Magnificent goal!", er, usually when you score from a penalty) is good as well. A1200

DOWNERS The aftertouch is absurd, the computer opponents can vary from stupid to world class during the same game and the special moves don't really work (mostly because you don't have the chance to try for them before you lose possession of the ball).

THE BOTTOM LINE

Ah, well, never mind eh? A nice try but in the end it just doesn't have the right combination of options, new features or gameplay that is really should have to be number one.

68 PERCENT

THE BOTTOM LINE A500

As you'd expect the A500 version runs a bit slower, there isn't any speech in it and the overall sound isn't as good. All in all that reduces the score to...

66 PERCENT

64

MR BLOBBY

What twisted war criminal came up with Mr Blobby? But anyway.

Runs on: A500, A600, A1200
Publisher: Millennium
Authors: Paul Carter (code), Leavon Archer and Antony Ward (graphics)
Price: £20
Release: Out now

There was a moment in the embarrassingly shabby *Mr Blobby* when I felt things weren't that bad. I'd been playing for about three hours on a single credit and completed maybe a third of the game's 60 levels, when I found myself no longer actively hating it. The alternately clumsy and slack movement of the characters, the ambiguous percentage-painted target you needed to reach to finish a screen, the awkward joystick-to-move-but-space-to-fire controls and the tediously identical monsters had ceased to hurt me mentally. But I was living a lie. The foul program had drunk deeply at the pool of my will, and I was functioning automatically. Only pop music could save me now, except I don't like pop music.

FOAM

Mr Blobby is *Super Troll Island* (a poor SNES paint-the-screen platformer), "from an original game by Tim Closs" as the credits put it. You run around the screen, colouring in the floor. When the screen is sufficiently coloured in, you move to the next level. There are bonus screens. You get power-ups. Failure to finish a screen in time results in your being chased by a killer cloud. The music is unswervingly chipper. The graphics are agonisingly bright. It is THE IRREDEEMABLE DISCIPLE OF THE SUBTERRANEAN HIGH LORD. Let us examine the shabbiness of the enterprise.

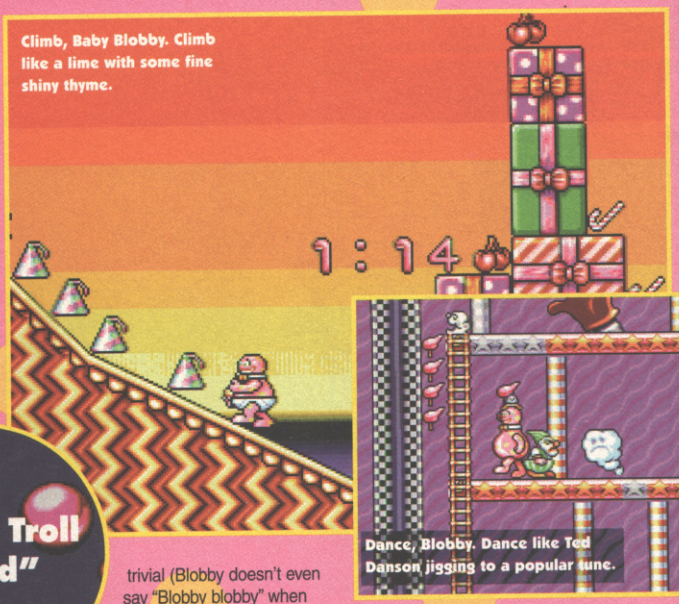
The first location of the game is Mr Blobby's house. From here you can choose to be Blobby, Mrs Blobby or their repugnant child. The characters differ only in appearance (in *Super Troll Island* the trio has complementary abilities) and after selecting one you have to wait for the level to load. You can swap between characters at any point (if the one you're playing has tripped over the 'go slower' icon, for example, or if you're stuck in the top of the screen thanks to the shoddy programming) which involves reloading the character screen and jumping at a different blob, then reloading the level again to reappear exactly where you left off. Why not avoid all the disk accessing by swapping the characters with F1, F2 and F3, or something?

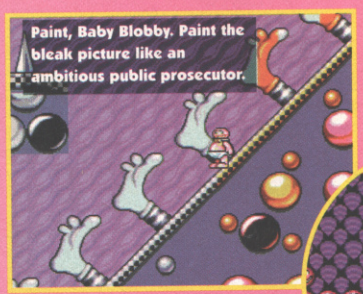
"Super Troll Island"

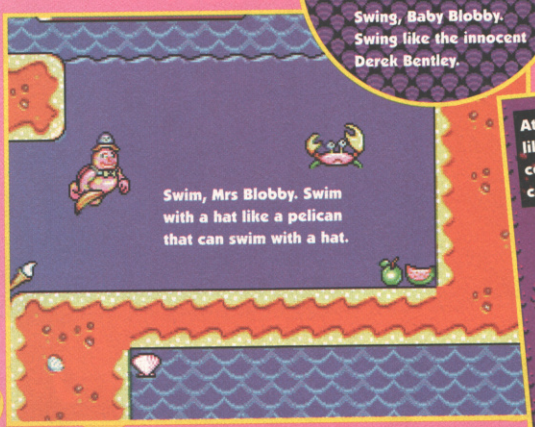
Playing reveals similar amateurishness, from the major (jumping can far too easily carry you through the ceiling to land on the platform above, stepping off ladders on to a ledge is absurdly difficult, no indication is given of how much of the level needs to be coloured in, so you don't know if you're supposed to chance walking over that spiked platform or not, falling too far destroys vital platforms – for God's sake) to the trivial (Blobby doesn't even say "Blobby blobby" when he gets hit). And everything mimics the worst 8-bit games: the painting is blocky, the irritatingly stupid monsters move on linear paths and the later levels are pointlessly booby-trapped so if you do something wrong at the beginning of the screen you won't be able to complete it – but, of course, you're not told you're wasting your time carrying on.

To its credit, the levels are extremely large and introduce new elements (springs, spikes, swinging chains and so on), and weapons are handled unusually intelligently. Blobby can pick up objects and chuck them around, and can shoot at any point (as opposed to, for example, being defenceless when he's on a ladder or something) and the monsters commendably stay dead. But, um, that's about it. The game's exceptionally easy (you'll only get killed by being caught out by the flaws) and if you can overcome your understandable apathy, you'll probably complete it first go.

● *JONATHAN NASH*







UPPERS Well, at least it's a complete game with Blobby bunged in, as opposed to some tosh hastily cobbled-together around the character. And it is sort of acceptable, in a low-quality way.

DOWNERS Slipshod design and tottery programming, and some obvious faults. (As well as getting stuck at the top of one of the levels, I failed entirely to get Blobby to "turn into a whirlwind" as the instructions on the back of the ghastly poster I immediately threw out before realising there were instructions on the back of it assured me was possible.)

THE BOTTOM LINE

Stunningly, not the unmitigated disaster you'd reasonably expect. It's not very good either, but at least it affords a couple of hours of unexceptional entertainment. If you're not particularly bothered about, say, getting your money's worth.

37 PERCENT

THE BOTTOM LINE

A1200 Send off your A500 copy and £10 for the extra-special AGA version. That's what it says on the back of the poster.

UFO

ENEMY UNKNOWN

COMMAND EARTH'S FORCES AGAINST THE ALIEN TERROR

AVAILABLE FOR A1200, A500, CD32 AND IBM PC

"This is the best game I've ever seen" 97%

COMPUTER GAME REVIEW

1999. You are in control of XCom; charged by the world's leaders to strike at the alien menace that's terrorising the Earth.

At first, you'll scan, track and shoot down the slower UFOs, but that will just be the beginning. Whenever a UFO crashes, or lands, you must be there; leading a squad of armed soldiers from building to building, from street to street, using all your tactical skills to capture or destroy the aliens.

If you succeed in your first missions, your scientists and engineers will copy the alien technology to create more powerful weapons and craft for your forces to use. Gradually, you'll build up a terrifying picture of this Unknown Enemy, and their real aims and desires, then you'll have to work out a strategy to stop them.

One thing is certain - it won't be easy!

IBM PC screenshots shown. Actual screens may vary

S T R A T E G Y

MICROPROSE

POWER

Runs on: A500, A600, A1200, CD32
Publisher: US Gold
Authors: Rage (original), Denton Designs (conversion)
Price: £30
Release: Out now

Travel the world, go to exciting places, and drive around them. Fast. Very fast. So fast you probably won't see the scenery. Smart.

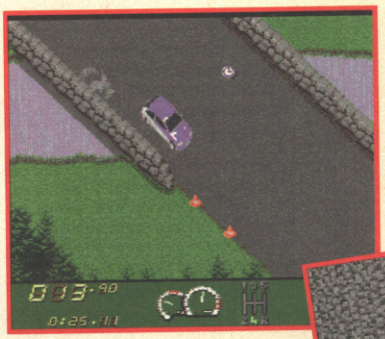
Most people's reaction on first playing *Powerdrive* is: "Aaarghh. The controls are a bit weird, aren't they?" The car skids and slides all over the place, with even the tiniest nudge on the controls sending you tumbling into the undergrowth.

But that's the idea. You see, although it looks like an ordinary overhead-view arcade driving game, *Powerdrive* is sort of halfway towards being a rally simulation. And to that end, the cars have been designed to behave just like real ones. If you press the accelerator while you're going around a corner, the rear wheels will skid outwards in a powerslide. Or if you hit the brakes when going fast into a hairpin bend, you can handbrake-turn to face in the other direction. (Readers who spent their formulative years investigating such phenomena in Sainsbury's car park will feel immediately at home. I, of course, came to all this as a novice.)

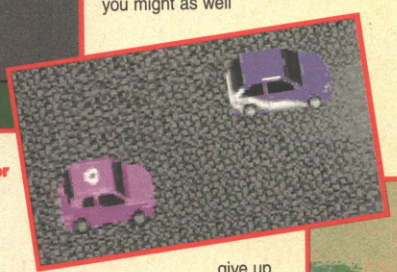
"Run-over-able spectators might have helped"

So, although it feels terrible at first, with a bit of patience and practice you'll learn to treat the controls gently and stop crashing all the time. And everything'll be great.

In theory. But if you're going to practise playing *Powerdrive*, then you need to be motivated to do so. And if you're to be motivated by a game, it needs to be fun. And unfortunately *Powerdrive* just isn't, somehow.



You can, if you wish, pick things up for extra time, speed etcetera. Oh yes.



KENNETH MORE

The problems seem to begin with the way that, when you've played *Powerdrive* for a bit, and got the hang of the controls, and you're doing all right at it, and not crashing, your car just bumbles around the track like a Nissan Micra on a Sunday afternoon.

There's none of the excitement that accompanies real rallying – no clouds of dust, no gravel spraying about, no terrifying G-forces, no daring skids.

And so you begin to lose interest. And that's when you begin to crash.

And if you crash, even once, you might as well give up and start again. You see, when you go off the track, the first thing that happens is that you slow down. And the computer car you're racing against, which irritatingly never crashes, will overtake you and, even if you never crash again, win the race. And that means your prize money will be reduced, which in turn means you won't be able to afford to repair the damage to your car, which is the second thing that happens when you crash.

So in the next race, your car's performance will be reduced, and you'll crash more, and stand even less chance of winning, and get even less prize money, and so on. You may well qualify for further races, and finish them okay, and maybe even get through to the next round. But you won't have enough money to fix your car properly, and your times will get steadily worse, and your cash reserves will go down, and so on and so on and so on. It's a vicious circle, in other words, and to escape it you've basically got to give up and start again, only not crash this time.

This financial thing casts a shadow over the whole game, dominating everything you do, when it should really just be a little extra something in the background to spice things up. How about if the slate was wiped clean at the start of each of the eight rounds? That way you'd have obvious hurdles that you could clear, and wouldn't have to play with that constant, nagging doubt that perhaps, although you might seem to be doing okay, you were sliding slowly into a

There are six cars to drive, but you can only choose from a Fiat Cinquecento and a Mini to begin with. They're very small.

A picture of a disk helpfully reminds you that it's all just a computer game.

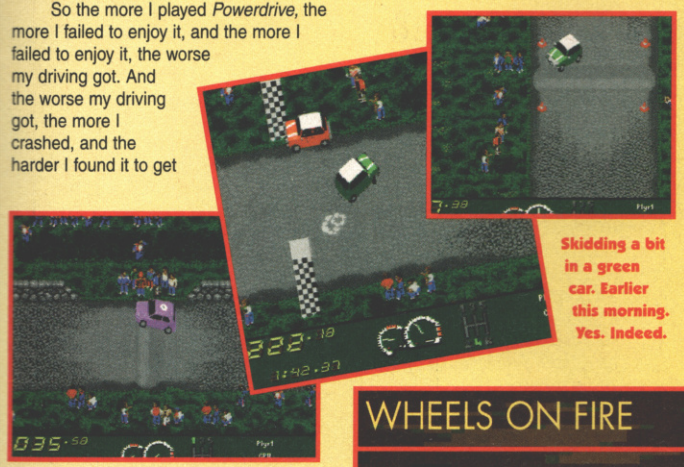
DRIVE

downward financial spiral, not winning quite enough money to keep your car in good enough shape to make it through to eventual triumph.

So the more I played *Powerdrive*, the more I failed to enjoy it, and the more I failed to enjoy it, the worse my driving got. And the worse my driving got, the more I crashed, and the harder I found it to get anywhere, and the less I enjoyed it.

The maps swirl around, making us feel sightly ill. But we're okay now. Thanks.

Looking at some spectators by the road.



Skidding a bit in a green car. Earlier this morning. Yes. Indeed.

Going over a jump in a pink car.

Another, bigger, vicious circle, then. And to escape this one, *Powerdrive* really needs something extra so that, even if you're not doing very well, it's still fun. Run-over-able spectators might have helped, or better sound effects to give it more atmosphere (as it stands there's a terrible engine noise and some diabolical music), or a simultaneous two-player mode (there's an option for up to eight players to take it in turns driving, but it doesn't really work because *Powerdrive* makes for such a dull spectator sport), or computer-controlled cars that race against you properly, or a bit of leeway to allow you to crash a bit and have some fun without instantly losing, or perhaps even some really exciting roll-over crashes. That way, even if you weren't very good at it, it would still be fun, and you'd keep playing it, and keep trying to improve your playing skills, and you'd enjoy it even more. And so on. But as it stands, *Powerdrive* isn't fun, and the temptation simply to give up and walk away is irresistible.

STIG BLOMQUIST

And to cap it all, there's the most absurd 20-digit password system, with a negligible chance of anyone first managing to write down the code and then typing it back in later without making any mistakes. And if you do get a letter wrong, it doesn't even have the courtesy to tell you, so the first you'll know is after you've started the game and found yourself thrust back into Level 1. What's wrong with using a save-game disk? Honestly.

So unfortunately, most people's reaction to *Powerdrive* generally, no matter how much they've played it, tends to be "Aaarghh. The controls are a bit weird, aren't they?" Which is a shame, because I really thought it was going to be quite good.

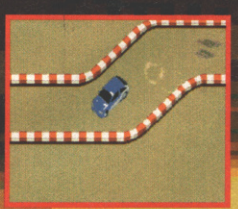
● *JONATHAN DAVIES*

WHEELS ON FIRE

In real rallying, you drive along an empty road all on your own. It's only when the times are totted up at the end that you find out who's won. So *Powerdrive* tweaks the formula a bit to make for a more entertaining game.

In a time trial, you've got to drive to the end of the course against the clock. If you're too slow you lose.

In rally cross events, you race against a computer-controlled car. He never crashes, which is a bit tedious.



Skill tests involve driving around road cones, reversing into parking spaces and that sort of thing. Against the clock, of course.

UPPERS Nicely animated cars (the front wheels even move when you steer) that skid around just like real ones. This is probably the best rally game on the Amiga, given that the competition isn't up to much. And it's challenging.

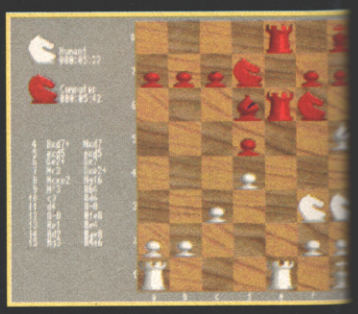
DOWNERS Realistic handling is perhaps more than a basic Amiga joystick can manage. Driving around empty tracks just never gets to be much fun, and the overbearing financial aspects pretty much crush any enjoyment you might have eked from it in the first place. And the sound effects are terrible.

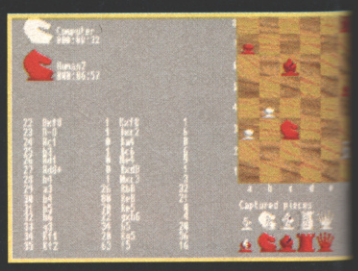
THE BOTTOM LINE

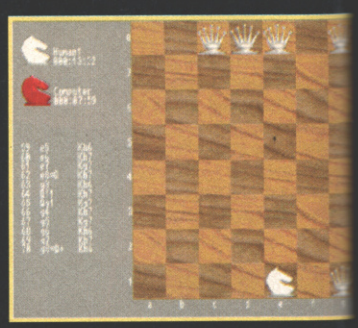
Powerdrive has some quite neat ideas that somehow fail to come together into an enjoyable game. It takes hours before you can start to get anywhere, and doesn't reward your patience with anything much once you do.

61 PERCENT

THE COMPLETE CHESS SYSTEM







1. e4 e5 2. Nf3 Nc6 3. Nc3 Nf6 4. Bb5 Bb4 5. 0-0 0-0 6. d3 d6 7. Bg5 Bxc3 You've sunk my battleship.

These are several games of chess. This is also as exciting as *CCS* ever gets. Chess is a cerebral game you see, not a sensual one.

Runs on: A500, A600, A1200
Publishers: Oxford Softworks
Authors: C Whittington (chess engine), Chris Emsen and David Hunt (code), Calvin Hutt and Andrew McNab (graphics)
Price: £35
Release: Out now

Designed by Oxford Softworks, a company that specialises in bringing card and board games to the Amiga, *The Complete Chess System* comes on four disks and is hard drive-installable. *(Steve has been on a journalism course, everybody. – Ed)*

CCS lets you play chess against the computer, against a friend with the computer 'supervising' and making sure all your moves are legal, or you can even force your Amiga to play against itself.

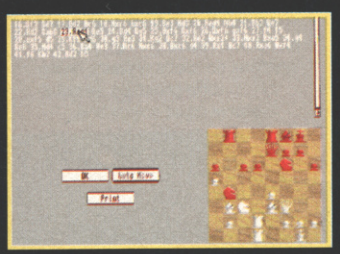
CCS can play two levels of chess against you. The first is as a weak opponent, suitable for beginners, which is further sub-divided into ten categories. These range from *CCS* making virtually random moves to it playing the first good move it can think of. On the second level *CCS* plays as a strong opponent. Here the option to change the strength of *CCS* as an opponent depends on the amount of time you let it think for, including an option to have it think for as long as you do and an option to let it think infinitely (definitely one for the *very* patient).

CCS plays a good game of chess. The technical among you may like to know that it uses "an intelligent beta-type search strategy". The basic idea behind this is that it searches for possible moves in a more 'human' way than other chess programs which tend to be very calculating. Other chess programs search through every possibility open to them before reaching a conclusion, *CCS* supposedly only looks at those which it believes to be viable according to its own human intelligence model. This sounds a bit scary, but is now accepted by most chess fanatics as the best method.

You can also vary the range of opening moves that *CCS* chooses. In its default mode it nearly always plays openings that are in favour among the chess élite of today. By moving a slider you can increase the chances that it will make more unconventional opening moves. This can make for some interesting matches and definitely gives it an edge over the average chess program.

RIMSKY-KORSAKOV

One of the really good features of *CCS* is that it has an enormous database of past matches. This database can be accessed at will, and any one of the hundreds of matches that come with the game can be played through a step at a time. This is an excellent tool for learning how to play good chess. You can even search the database by player's names, or by particular positions of the pieces. All of which is dead impressive but, of course, useless unless you're a chess fanatic.



Right: I think my next move may clinch it.

Unfortunately *CCS* suffers from being a little unfriendly. There are pull down menus at the top of the screen that you use to control the game, but quite a few of these are difficult to understand. Who would have thought that the option 'Supervisor' would be the one that would let you play against a friend rather than against the computer? Certainly not me until I read the manual for a second time.

As with most chess programs you have the option to view the action in either 2D or 3D mode. And again, like most chess programs, the 3D mode makes it difficult to see where your pieces are and to get an overall view of the game. You'll find yourself playing this game in 2D.

Once you've understood all its foibles though, *CCS* turns out to be a very handy chess tool, as well as a good player. It's definitely not the prettiest game in the world, nor the best planned and laid-out, but it does the task it sets itself admirably.

● *STEVE FARAGHER*

UPPERS Whatever programming wizardry fashioned the algorithms that drive *CCS*, it has done well. This game plays an interesting and challenging game of chess.

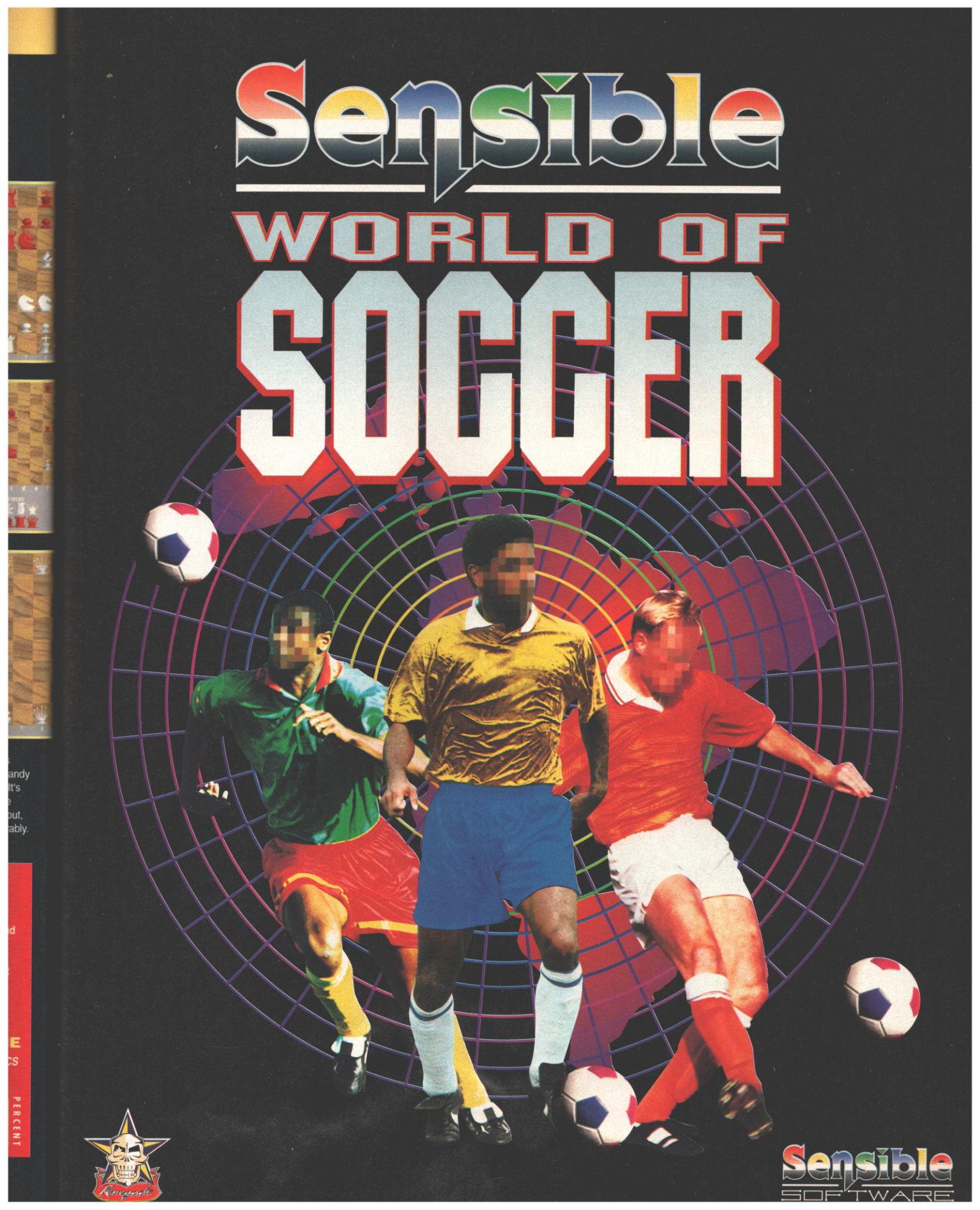
DOWNERS It doesn't look very nice or have a slick interface. It's not terribly exciting.

THE BOTTOM LINE

Not everybody likes chess and *CCS* is not the game that's going to change your mind about that. It is however a fine chess game with plenty of options. The database in particular is excellent.

81 PERCENT

CCS comes with several sets of pre-defined pieces to choose from. You can also create your own with DPaint.


Sensible
WORLD OF
SOCCER
Sensible
SOFTWARE

TOWER

Runs on: A500, A600, A1200 (enhanced)
Publisher: Team 17
Authors: Stefan Boberg (code), Tony Senghore (graphics), Allister Brimble (sound), Martyn Brown, Andy Robinson and Satan Himself (design)
Price: £20
Release: Out now

First there was *Alien Breed*, and then there was another one of it. And now there is a sequel to the other one. Of that one.

Let us imagine for a moment that *Tower Assault* is being 'pitched' to a film company with a view to using the plot for a science-fiction picture. The besuited executive has been enticed with the 'pitch' "It's Aliens meets Lethal Weapon 3" (deciphered in his reptilian mind as "Grimy, smoky SF buddy movie") and is awaiting a more detailed 'treatment' of the plot.

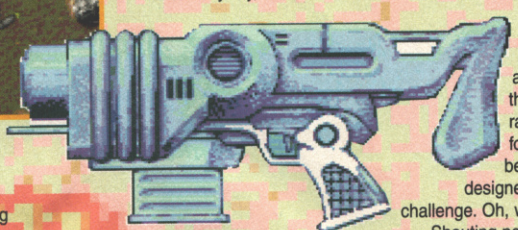
You lean forwards in the unpleasant virtual-leatherette chair, describing an ellipse with your pallid hands. "It is the future," you begin, using simple words in view of the executive's enfeebled mind. "A military outpost on a distant planet has been overrun by sanguinary aliens slightly modified cosmetically to avoid legal infringement. You are part of the taskforce despatched to save the day. But with no one to instruct it differently, the automatic defence computer regards you as intruders and destroys all ships but your own. Crash-landing in the surrounding desert, you and the only other surviving soldier must fight through the minefields, first-stage aliens and auto-cannon to enter the compound." You stifle an elaborate yawn. "Of course, the two soldiers are completely mismatched and loathe each other with a white heat." The executive's eyes shine at the ingenuity of the idea and you plunge on.

"Once inside, you discover that the defence computer has gone into full siege mode. Subsidiary systems have been damaged by the aliens, with the result that each of the six towers of the complex is misbehaving differently. With one, for example, you have to circuit its base and manually start the power generators before the doors will open; with another, the generators are overloading the door seals and must be destroyed. But your objective is the same in each: set the self-destruct mechanism, and escape." The executive's mouth forms around the obvious question about nuking the site from orbit, but by pointing to a teacup and looking surprised, you distract his attention.

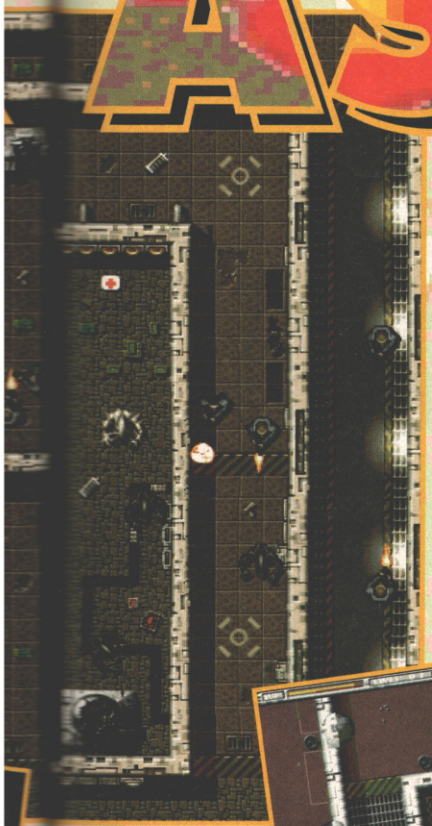
"Now obviously the odds are far too great for the pair to survive. So new weapons are available from the computer stations scattered around, if you have looted enough currency from the victims you find." You jiggle your hands as if mixing a popular cocktail. "Bit of moral struggle there; one of the soldiers a hardened mercenary, the other baulking at robbing the dead. Anyway, a lot of looting as you also need keys and lift passes, and expensive maps. Why is this, you're asking?" The executive is closely examining the teacup, but you rap him smartly on the head with a ruler. "It is because the soldiers have only local area scanners, and the towers are not built logically. If they were built logically, you would know where everything was and wouldn't, for example, follow a trail for a good ten minutes and find it led to a dead end. Or anything. But, of course, these maps only work at certain points, and fail entirely during the thrilling 30-second dash to the exit after the self-destruct has been triggered by, say, innocently logging on to a terminal to ask for an armoured suit because of the energy-draining radioactive areas you're forced to go through because of the warped designers' idea of appropriate challenge. Oh, what's the point."

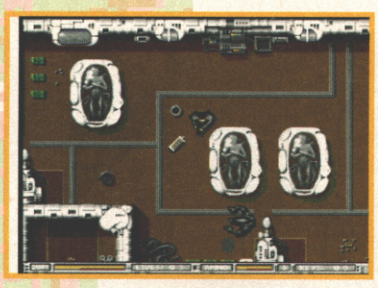
Shouting now, saliva whiplashing across the cowering executive so alarmed he is barely bothering to think of ways to cheat you in a contract, you break the table

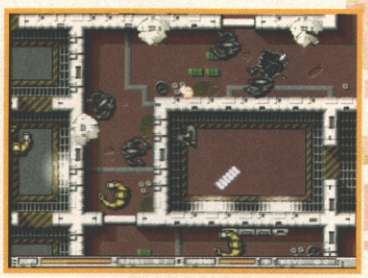
Above-rightish: The mine maze. Some of the 'domes' explode injuriously if you run into them, so shoot them from afar where their deadly effect is cursorily muted. Oh, and escape within 30 seconds.



ASSAULT







Farish: Destroy the embryo tanks. Nearish: Wall guns, gun monsters and alien generators. That you can't destroy. And create aliens randomly. Right underneath you as you run past them. For example.

Substantially over there: Spend a day linking part of one of the levels and notice the walls don't entirely match. Cheers.

Down: Gun monsters. Right: Invisible monsters.

Down there: Escape the exasperating torchlit levels by upping the monitor brightness.

"You die in the maze of burning corridors"

developing story, but the game suffers at its expense. Why won't your maps work when the building's about to explode even if you buy the hideously expensive military scanner? (Because you're in the prison complex, and 'naturally' maps would be outlawed.) Why are the towers built with deliberate dead ends? (So after playing carefully for 45 minutes to build up your powers, you trigger the self-destruct and lose everything in 30 seconds because unless you happen to pick exactly the correct route you die in the maze of burning corridors?) Why are there no floor signs to indicate exits? (There were in *Alien Breed*.) Why can't you switch off the external defences? (So getting to a tower isn't made as ludicrously difficult a task as surviving inside one.) Why can't your incredibly powerful guns shoot over stones or through wire-link fences, and why are all the major doors one-way? (So the process of manoeuvring you where the designers want you to go is clever and discreet rather than obvious and infuriating?) Why is the collision detection so amateurishly poor? (In the desert, rocks cast shadows: these are counted as part of the rock, which means you can't go through a clearly wide enough gap because it's in the shade. You can get hit by an alien that gets slightly nearish, jammed in a corridor because the second player is standing off to one side, and blown up by a one-way door because you looked at it funny.) Why do aliens appear and vanish randomly if the screen scrolls away from them? What possibly is the justification for having radioactive areas? (Not only are you facing aliens and rogue security lasers that are indestructible, sadistically placed and wipe out a quarter of your energy with one shot, but you now get hurt by standing in a room.) Why do painstakingly destroyed desert cannon regenerate? Why can't the second player join in halfway through? Why hasn't it been debugged? (You can get stuck in the graphic of an exploded generator, and – this one took quite a bit of working out – if you pause using a CD32 joypad in the mouse port, the game locks up.) In short, how can a 1994 release from a consistently satisfying software house be so wretched?

NNYGGGGHHHH

Look, I'm not joking here. You may think that I'm obviously stupid, and that practically everything I've whined about is a legitimate gaming device in the eyes of God, but it's not. The previous *Alien Breed* games were hard enough, and had their share of stupid problems (the collision detection, the smugly confusing self-destruct mazes) but this appears to have been designed solely to anger its players. How can you compete fairly with a game whose idea of a good time is to have a torchlit, mapless level with no wall markings, or require you to run over mines to blow open doors (but, hey, that's okay because there are medikits inside), or transport you to a sub-level where you clumsily have to blow yourself up to escape? A whole week of playing (including two stoical seven-hour sessions) has done nothing to alter my opinion that *Tower Assault* is a horribly dishonest and utterly funless game.

● *JONATHAN NASH*

UPPERS A1200

Classy presentation (the speech in particular is excellent). Enormous levels (and fifty of them). Tense and exciting. The 'retreat' feature (backing away while shooting at something) is a pleasing improvement. The two-player mode is enjoyably fricative. Hard drive-installable. Supports CD32 joypads.

DOWNERS

Impossibly difficult because it doesn't give a damn about the player. The collision detection is appallingly lackadaisical, the design greasily pleased with itself, the monsters so tough they'll walk through your gunfire and kill you, and it's bugged. (But the bugs are avoidable. So that's all right then.)

THE BOTTOM LINE

The occasional burst of excitement (such as fighting back to back out of a terrifying ambush, or managing a 30-second dash) can't make up for the enraging awfulness of the way it's been put together. This could have been such a good game. But it isn't. Grim determination may pay off, but it's really not worth the heartache. *Tower Assault* is like one of those hideously expensive 1960s 'concept' movies: everybody's clearly had a great time making it, but it's an unendurable mess.

46 PERCENT

THE BOTTOM LINE A500

Less pretty, less talky, but still the same game.

AAARGHH

Consistency, chums, that's the key. Consistency begets atmosphere, begets suspension of disbelief, begets success. *Tower Assault* is exasperatingly inconsistent, and so fails. Great play is made of the in two and strike the executive across the head with a cushion and tear down the walls and crumple the room into a ball and throw it in the wastepaper basket and leave.

POINTS OF VIEW

See at a glance the internal friction within the AMIGA POWER office this month. Smell the tension.

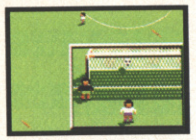
JUNGLE STRIKE

SUBWAR 2050

MARVIN'S MARVELLOUS ADVENTURE

ROADKILL

RISE OF THE ROBOTS


FOOTBALL GLORY

POWERDRIVE

TOWER ASSAULT

	JUNGLE STRIKE	SUBWAR 2050	MARVIN'S MARVELLOUS ADVENTURE	ROADKILL	RISE OF THE ROBOTS	FOOTBALL GLORY	POWERDRIVE	TOWER ASSAULT
JONATHAN DAVIES	Trumpet ★★★★	Miaow ★★★	Gobble ★	Roar ★★★★	Oink ★	Bleat ★★★	Moo ★★★	Quack ★★
CAMERON WINSTANLEY	Hello clouds ★★★★	Hello sky ★★★★	Hello birds ★	What a beautiful day ★★★	Let's go for a walk ★	Or a swim ★★★	Or a drive ★★	Life is grand ★★
STEVE FARAGHER	Good ★★★★	Good, but wet ★★★	Crap ★	Extra good ★★★★★	Extra crap ★	Good, but nothing new ★★★	Crap cars ★★	Okay, I guess ★★★
JONATHAN NASH	Darkman ★★★★	Haven't played it	Home Alone ★	The Road Warrior ★★★★★	Rocky 5 ★	Escape to Victory ★★	Smokey and the Bandit 3 ★	Stargate ★
PAUL MELLERICK	Things blow up ★★★★	Things blow up in the water ★★★	Should be blown up ★	Cars blow up ★★★★	Should be blown up twice ★	Blown up hype ★★★	Blown drive shaft ★★★	Er... ★★★
RAUL JULIA	Diddly-dum ★★★★★	Click click ★★★★★	Diddly-dum ★★★★★	Click click ★★★★★	Diddly-dum Diddly-dum Diddly-dum ★★★★★	Thump	Haven't played it	

ON SALE 19TH JANUARY

NEXT MONTH

IT'S HAPPENING ALL OVER AGAIN. GNGH.

We ALMOST KILLED OURSELVES in bringing you this issue of AMIGA POWER. And next month, incredibly, we plan to do it again. Reviews of *The Lion King*, *Lemmings 3* and *Shadow Warriors* are sure to feature, along with some great disks. Show you appreciation by at least buying a copy.

this issue of AMIGA POWER. And next month, incredibly, we plan to do it again. Reviews of *The* sure to feature, along with some great disks. Show you appreciation by at least buying a copy.

MONTH

Disney's

THE LION KING

Disney's The Lion King brings to life the majesty and mystery of Africa through the tale of Simba, a lion cub faced with the challenging transition to maturity. Now in this video game you can be part of the adventure. Driven into the wilderness by his evil uncle Scar, Simba finds salvation with Pumbaa the warthog and Timon the meerkat, and his education begins.

Disney SOFTWARE

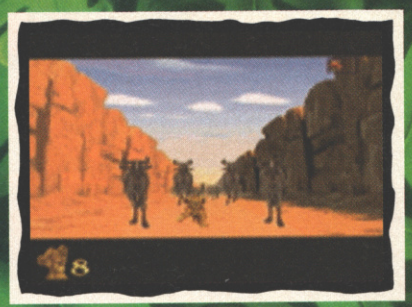
Amiga

Virgin

Disney's

THE LION KING

Tackle heinous hyenas in the elephant graveyard, avoid the trampling hooves of stampeding wildebeest as you battle through 10 levels to ensure Simba claims his rightful place as The Lion King.



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Virgin Interactive Entertainment (Europe) Ltd.
338A Ladbroke Grove London W10 5AH.

Screen shots may be from a different version

Amiga

Disney SOFTWARE

Virgin

COMPILE A COMPILATION

AND WIN MANY TEAM 17 GAMES!

If all the software companies in the land were to come together in a tournament and fight each other hand-to-hand, Team 17 would probably win. They're also unswerving supporters of the Amiga, and have been responsible for some our cream-coloured chum's most popular games. If you've ever played *Alien Breed, Project X, Body Blows, Arcade Pool* or *Assassin* on your Amiga, then you've Team 17 to thank. And with new games like *King of Thieves, All Terrain Racing, King Pin, Pussies Galore, Witchwood* and *Worms* taking us well into 1995, it seems they plan to carry on supporting the Amiga until the end of time. Let us raise our glasses to them.

JUST 17

And now we shall talk of the prizes that Team 17 wish to bestow upon you. The first is a copy of every Amiga game Team 17 will release during 1995, and will include the titles listed above, plus many others that still remain secret. And! To keep him occupied while they finish writing them, our winner will also be sent *Super Stardust, Arcade Pool* and (we quote Team 17) "anything else we can lay our hands on". There are five runner-up prizes, too, of copies of *Super Stardust* (89% in AP42, remember), Team 17 mugs and spiffy Team 17 T-shirts.

EAST 17

You must compile the ideal music compilation. Don't actually create it, for you would then be infringing several copyright laws, but instead list the 17 tracks which would make it up. There doesn't have to be any particular theme to it, although there can be if you like, and you can feature any type of music you wish. If we like your style, you'll win. Write the 17 song titles onto the back of a postcard, add the type of Amiga you own (A500/600, A1200 or CD32) and send it along to:

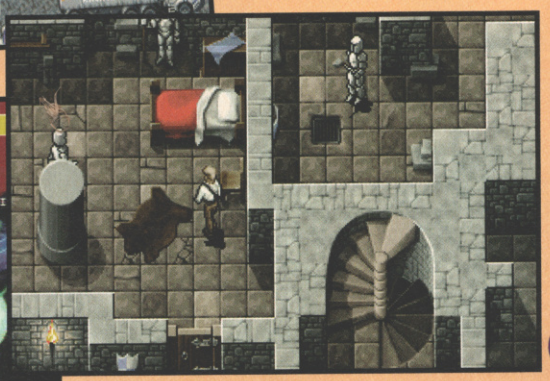
There's A Ship Lies Rigged And Ready In The Harbour Compo,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.

And ensure your entry reaches us no later than 31st January,1995.

THE RULES

1. Employees of Future Publishing and Team 17 who enter will be thrown to the dogs.
2. Later than 31st January, 1995 will be too late.
3. The editor's incision is final.

Look here! Look there! And way over there! And down below! And up there! You could be playing all these games. For nothing!



TEAM17

the secret cavern

SOFTWARE

● *Pools Professional* (with intructions) £5, *PGA Tour Golf* + data disk £10, *Nigel Mansell* (AGA) £10, *Trolls* (AGA) £5, *Chaos Engine* (AGA) £10.
Andrew Cockburn (0289) 331471
● A600 games: *Street Fighter 2, James Pond, Jack Nicklaus Greatest 18 Holes Golf, 1st Division Manager & Monkey Island 2.* All boxed originals.
Philip Donovan (0524) 424742
● Boxed originals for sale including, *Darkmere, Innocent Until Caught, Soccer Kid, Yo! Joe!* All £20 or under. Buyer must collect.
Chris Mazillius (0442) 65882
● *Alien Breed 2* (AGA), *Mortal Kombat, Second Samurai* (AGA), *Jurassic Park* (AGA), *Body Blows Galactic* (AGA) £10 each. *Stardust, Fury of the Furries* £8 each. **Adam Keats (01203) 414946**
● *Banshee* and *F1* £14, *Gunship 2000* £11, *Stardust* only £10, *Harlequin* £5, *Xenon 2* and *Overdrive* £4 and Wordworth V1.1 wordprocessor only £18. All boxed with instruction, all in good condition.
Jeremy Langer (0181) 458 1910
● *Cannon Fodder* £12, *Hunter* £9, *Robocop 3, Lemmings 2, Secret of Monkey Island, Fury of the Furries* £10 each. All boxed originals.
Lewis Kitson (0932) 782231
● *Heimdall 2* (AGA), *Trolls* (AGA), *Future Wars, 3D Construction Kit, Monkey Island 2* £15 each ono. All boxed with manuals.
Neil Sparks (0732) 870965
● *Star Trek* £18, *Dune 2* £14, *Frontier* £14, *Worlds of Legend* £8, *Cruise for a Corpse* £8, *Sabre Team* £10, *Striker* £8, *Pirates* £8, *Zool* £8, *Pinball Dreams* £8.
Nick Marrin (0300) 341492
● *Jurassic Park* £7, *Flashback* £10, *Nigel Mansell* £6, *Striker* £6, *Goblins 2* £6, *Lemmings* £6, *Putty* £5, *Push Over* £4. All boxed, for sale or swap – send lists. **Garry Crawford, 61 Kenmouth Drive, Kennoway, Fife, KY8 5ZS**
● *Batman, Roadwars* £3 each, *Robocop 3* £5, *Sim Earth* £8, *Nick Faldos Golf* £10, *Jurassic Park* (AGA) £15. All boxed with instructions, no swaps.
Chris Jackson (0246) 231945
● *Super Off Road, Daley Thompson's Olympic Challenge, Rainbow Islands* £3 each. *Cisco Heat, Dynablaster, James Pond 2, Putty, Speedball 2* £5 each. *Lethal Weapon, Mega-lo-Mania, Supremacy* £8 each. *Titus the Fox, Harlequin, Wizkid, Battle Isle, F15/2 Strike Eagle, Street Fighter 2, Formula 1 Grand Prix* £10 each. *Sensible Soccer* £12. *Fire and Ice, A-Train, PGA Tour Golf* £15 each. *Frontier: Elite 2* £18. *Both Lotus 2 & 3* for £15, both *Pinball Dreams* and *Fantasies* for £20.
Laura King (0935) 79970 after 8pm
● *On The Ball* £15, *Frontier* £10, *Syndicate* £10, *Cannon Fodder* £15, *Desert Strike* £10, *Flashback* £10, *Heimdall* £10, *Kyrandia* £10, SF2 £10.
Philip Murray (0782) 334261
● Sell or swap: *Alien Breed 2* (AGA), *Stardust, Populous 2, Premier Manager, Lotus Trilogy, Premiere, Super Space Invaders, Chuck Rock* and *Robocop 3.*
David Norton (0440) 708312
● *Last Ninja 3* £6, *Populous 2* £8, *Z-Out* £5, *Dragons Breath* £6, *Pang* £5, *Stunt Car Racer* £6, *Dungeon Master* £7, *Alien Breed SE92* £6.
Stephen Wheatcroft (0773) 830467
● Mint condition, boxed originals. *Theme Park* (AGA) £25 ono, *Detroit* (AGA) £15 ono or both for £35 ono.
Patrick Glass, 8 The Crescent, Annan Road, Dumfries, Scotland, DG1 3JG
● For sale: *Settlers, Putty, Allo! Allo!, Prince of Persia* and a few *Dizzy* games. Any resonable offers.
Louise Royds (0226) 203265 between 4pm & 5pm weekdays
● *Wing Commander, Robin Hood* and *Batman Returns.* All new and boxed. £10 or nearest offer.
Russell Cleal (0279) 723787

HARDWARE

● Amiga 500+, 2Mb, 42Mb GVP hard drive, 2 disk drives, Philips monitor, workstation stand, mouse, 3 joysticks, dust covers, original boxes, software and manuals. Over £300 worth of software including Penpal and Wordworth 2, HomeAccounts 2, PageSetter 2, Ami-Back, TurboPrint Professional 2 and 13 games. Many extras £550 ono.
Laura King (0935) 79970 after 8pm
● A1200, 64Mb hard drive, 6Mb RAM, Viper 68030 accelerator, extra drive, loads of software + games £600. Might seperate. **Mat Myers (0704) 550675**
● Amiga 1200, second disk drive, four-player adaptor, joystick, 20 games, mouse, dust cover, excellent condition, boxed £350.
Simon Matthew (0656) 771716
● A1200 with 1940 monitor and second drive, 2 joysticks, mouse + extras £400. Blizzard 4Mb memory £80 ono.
Jason Parr (0942) 516491
● A500, 1Mb, workbench 1.3.3 £175. Cumana external drive - £40.
Simon Tappin (081) 573 3649
● A600, 2Mb, mouse and joysticks etc., over 15 games including *Zool* and *Monkey Island.* All boxed and working £250 ono.
Micheal Thompson (0795) 471785
● A1200, 64Mb hard drive, GVP A1230 Turbo+ (40 Mhz CPU, 68882 FPU, extra 4Mb RAM), software including Final Writer, Gold Disk Office and many more. Loads of games, very good condition £550. **Mark Seymour (0903) 266470**
● Unboxed A1200 with games, serious software, mags, loads of demos + other disks + 2 year warranty £350 ono.
Simon Jarvis, The Grange, West Pennard, Glastonbury, Somerset, BA6 8NL
● Amiga CD32 for sale with 14 games, mouse, mouse mat, 2 joypads, 1 joystick, CD32 mag, CD32 games holder and 2 CD32 demo CDs. Worth £500, will sell for £250. **Ben Clark (0892) 523095**

Michelle, ma belle, ce sont des mots qui vont trés bien ensemble. Or put more simply, welcome to the genuine bazaar of the bizarre that forms the core of AP reader's interactivity. It says here.

● A500, 2Mb, Action Replay IV, mouse + mat, joystick, all leads + 37 games including *Dungeon Master, Chaos Strikes Back, Rainbow Islands, Powermonger.* All boxed with manuals £220 ono. **Robert Whatmore (0634) 724276 after 6pm**

● CDTV 65Mb external hard drive + SCSI controller. Pre-installed with Workbench and games £70. **Neil Armstrong (0582) 863277**

● A1200, 1084ST monitor, joysticks, headphones. Original manuals included and £300 worth of games including *Cannon Fodder* and *Micro Machines* £340, offers considered. **Rowland Speller (0303) 257379**

● Game Gear, carry case, car adaptor, master converter and 9 games. All boxed for £250 ono. **Neil Merry (0264) 324152 after 4pm**

● A600 1Mb with leads & manuals, boxed as new with 2 joysticks, mouse/mat and over 20 boxed games including *Cannon Fodder, Skidmarks, Hired Guns, Putty* and *Genesia.* Best offer. **Mick Dines (0480) 812379**

● A1200, 2 joysticks, over 20 original boxed games (*Settlers, Mortal Kombat, Alien Breed 2, Monkey Island 2*), over 100 Amiga mags (with coverdisks) and 100 blank disks. Over £800 worth, will sell for £400. **Chris Lloyd (0332) 840388**

● Amiga 500+, 1Mb, 15 games, mouse + mat, joystick, manuals, good working, condition £170 ono. **(0629) 732681**

● Amiga 1200, extra disk drive, colour monitor, joystick, over £500 of games, only one year old £650 ono. **Stephen Lawson (0698) 283638**

● I am selling a Megadrive with 13 games (*Road Rash 2, Sonic 3, NHLPA Hockey 93* etc). 2 control pads, one turbo, selling for £150 ono. Must collect. **Paul Neil (041) 885 0613**

WANTED

● Please, please, please has anyone got a copy of *Wings* by Cinemaware for sale? Willing to pay good money. **Stephen Tagg (0634) 813421**

● Experienced C or Assembler programmers to program games. Please send examples of work **Atom Graphics, 60 Grimthorpe Avenue, Whitstable, Kent, CT5 4PY**

● WANTED: *A-Train* disk 2 for the Amiga 1200. Please reply, I desperately need a copy (my other one got lost). **Chris Phillipson (091) 264 8983**

● *Elvira* the arcade game, boxed with manual. **Tony Picking, 152 Monks Road, Lincoln, LN2 5PL**

● *Liverpool* the football game. Will pay £10-13 for it. **Ben Sheils, 16 Rochester Close, West Durrington, Worthing, BN13 3RP**

● Very sad person wants *Sky Chase.* Will pay a whole £3. Please, please, please... **Matthew Conduit (0602) 278451**

● Amiga Power No. 32 for £6. Must be in good condition. **Allan Brown (071) 793 1185**

● Wanted *AB-8B Harrier Assault,* with instruction manual. Must be boxed original. Will pay £10. **John Papworth (0424) 754962**

● Your Sinclair issues 1-21, 23-47, 50, 51, 53, 56, 59, 74, 76, 88 & 92. Any price paid (well, almost). **Steve Farrell (051) 339 1489**

● *BattleTech 2: The Crescent Hawk's Revenge.* Will pay anything. Or swap for full price game **Fraser Rendick (0592) 264022**

● A500 keyboard membrane or scrap Amiga for parts. **Karl Wild (0114) 426190**

SWAPS

● My *Alien Breed 2, Skidmarks, Syndicate* and *Cannon Fodder* for *Monkey Island 2, Reach for the Skies* or any good games. **Nigel Harrison (0403) 256681**

● *Reach for the Skies* and *Darkseed* (no boxes) for *Theme Park* (boxed only). **Michael McCart (0236) 434698**

● Will swap *Indy Jones: Fate of Atlantis* or *Nippon Safes* in good condition. Must be able to deliver. **William Baskeyfield, 168 Congleton Road North, Scholar Green, Stoke-on-Trent, ST7 3HE**

● I have: *F17 Challenge, Liverpool, Arabian Nights* and *John Barnes.* I want: *Micro Machines, Ruff 'n' Tumble, F1, FIFA* and *Stardust.* **Vicente Polo (081) 958 4536 after 6pm**

● My *Frontier: Elite 2* for your *Seek and Destroy* or *Syndicate* or *Battle Island.* **David Cambridge (0737) 245242**

● *The Manager, Graham Taylor, Sabre Team, Desert Strike* and *Curse of Enchantia* for *Police Quest 3, King Quest 1, 2, 3, 4 or 5, Space Quest 1, 2, 3 or 4* and *Leisure Suit Larry 2, 3, 4 or 5.* **Chris Stapleton (051) 423 3082**

● Swap demos of *Brutal Sports Football, Fatman, Atoms, Seek and Destroy, Cluedo, Globdule, Dogfight, T2, Christmas Dizzy, Theme Park, Alien Breed 2: Tower Assault* and *Impossible Mission 2025* for anything good. **Edmund Grech (0227) 721887**

● My *Championship Manager '93, Pinball Dreams, Zool, Striker, Stardust* (all boxed), *RAC Rally* (not boxed) for your *A-Train, F1, Hired Guns, Amos, Cool Spot, Gunship 2000, Graham Gooch's Cricket, Wizkid, Beneath a Steel Sky,* Any *Alien Breed* game and *Dune 2.* **Steven Tomblin (0773) 718678 after 4pm**

● Swap my *Legend of Kyrandia* for your *Theme Park* or *Sensible Soccer 92/93.* Boxed with instructions. No pirates. A500+. **Fergus Cable-Alexander (0903) 754772**

PEN-PALS

● Amiga contacts wanted. 100% reply. **Neil Whatshisface, 23 Marion Place, Newport, Gwent, NP9 2JZ**

● Amiga 1200/500 contacts wanted. 100% reply. **Jim Agnew, 10 Woodside Road, Salisbury, SP2 9ED**

● Crap old gamer (29) seeks female (20+) to teach me how to play. All letters answered. **Wayne Yeadon, 11 Ryan Street, West Bowling, Bradford, BD5 7DQ**

● 13 year old lads looking for girl penpals. Like basketball, football and hate Take-That **Simon Hefferman and Neil Mooney, 23 Queens Gardens, Ealing, W5 1SE**

● Pen pal wanted, around 12 years old, male or female to swap games and tips with. **Daniel Greatnex, 3 Downfield, Winterborne, Stickland, Nr Blandford, DT11 0NE**

● 17 year old Amiga owner seeks female penpals and contacts. All letters answered to. Photo appreciated. **Robert Blewitt, 14 Ashley Drive, Banstead, Surrey, SM7 2AG**

● I'm looking for someone over 12, who owns an A1200, and has tips to swap. **Alan Beattie, Red Rose, Main Road, Gedney Drove End, Spalding, Lincs, PE12 9PD**

● I am 16 year old male, use A1200, I like demos, graphics and games alot, I am looking for many friends and will swap. **Ahmad Al-Zayer, PO Box 13020, Qatif T Arout, Saudi Arabia 13911**

● 18+ pen pals wanted, male or female, 100% reply, interests are music, cinema, sci-fi, games and sports. Write now! **Tara Fallis, 117 Tunstall Avenue, Walker, Newcastle-upon-Tyne, NE6 2XN**

● Amiga 1200 contacts wanted, male or female, any age, main interests utilities and games. **John Mullen, 62 Longsdale Street, Workington, Cumbria, CA14 2YD**

● I'm 13, own an A1200, have loads of games and love computers. I want a pen pal age 12+, male or female. 100% reply. **Stephen Barras, 23 Tudhow Village, Spennymoor, Co Durham, Dl16 6JZ**

● I'm 14, I've got an A600 and A1200 to swap games, and tips, and stamps and to talk. Especially in Europe. **Stuart McNeill, 8 Toymouth house, 14 Harold Street, Dover, Kent, CT16 1SA**

● I'm looking for overseas contact with Amiga users. 999% reply. **Faisal Egg-white, PO Box 15601, Al De'eyah, Kuwait, 35457**

● 21 year old male Amiga 1200 owner, seeks other A1200 owners any age or sex to discover more about the A1200. Will reply to anyone! **Patrick Paul Devlin, 44 Norglen Crescent, Belfast, Co Antrim, Northern Ireland, BT11 8DJ**

● 16 year old male looking for pen pals around my age from around the world interested in games, programming or anything else worth writing about. Urgent! **Henrique Soares, Travessa Do Outeiro, 14 6thd, 1200 Lisbon, Portugal**

● Yo dudes! Webby here, wanting pens worldwide or fellow country dudes interested in games, games and food. **Kevin Webb, 28 St. Christopher Road, Cowley, Uxbridge, Middlesex, UB8 3SG**

● I'm looking for contacts to swap games on A1200 or A500. 100% reply. **Stefan Gufjonsson, PO Box 9392, 129 RVK, Iceland**

● Male or female pen pal wanted to swap games, learn cheats +and tips. 100% reply ro anyone in the UK. I am an A500 owner. **Alan Fleetham, 4 Skiddow Avenue, Maryport, Cumbria, CA15 6JG**

Thanks to: **River Island** for the suits, Tim Smith for the guitars, Dave Golder for the drums and **The Loft** for the space.

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January 1995

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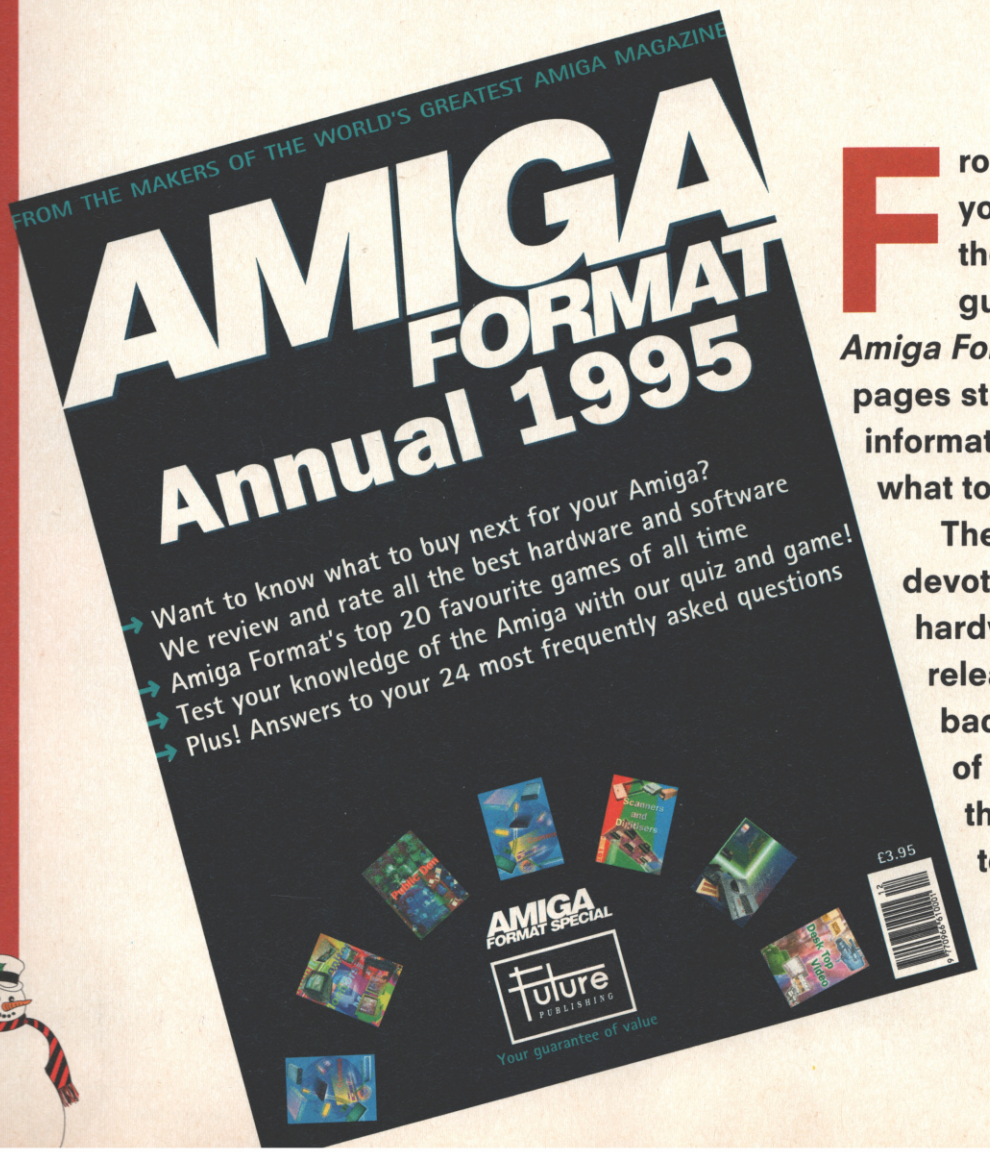

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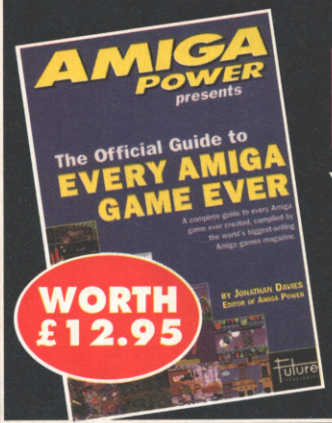

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COMPLETE CONTROL

Send us some tips, and we'll file them in a big box, then give them to Rich, who'll sort them, type them out, try to be funny and pass them back to JD, who'll edit the copy and give it to Steve, who'll check it and give it to Sue, who'll lay it out. And it'll then get printed. And you can read the result here, in Complete Control, next month.

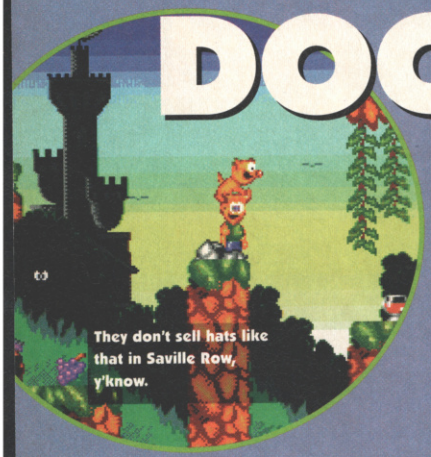
JAMES POND 3

(Millennium)

"Touted as the best platformer ever, this sadly fails to deliver. Although it's huge and there are loads of secret rooms, it's very annoying to play. There's even a (dramatic gasp) slippy-slidey ice world. No, no, no." That's what we reckoned of *James Pond 3*. But should you have accidentally purchased a copy, then what Kevin and Martin Heard of Co Durham have to say could help you to reach the end (and hence never have to play the thing again) that little bit sooner.

"Type 'NIGHTMARE' on the map screen," they say, "and F10 will call up a lengthy cheat menu. Note, however, if you chose to play Finnius, you must pause the game and press ESCAPE to restart. And typing 'EVAS' in the same place will allow you to save the game at any point." Thanks, boys.

DOOFUS



(Prestige)

Us: "4%"

Stephen Spooner of Leicester: "Level one – DZ15YS
Level two – PHIGTB
Level three – PJ69JP
Level four – ZA6189
Level five – HK94DV
Level six – RR13RV
Level seven – XH372T
Level eight – PKY9F0
Level nine – KB15HL
Level ten – W18PV
Level eleven – BY87PY."

BANSHEE A1200

(Core)

We like *Banshee*. "It's cleverly though-out," is just one of the complimentary things we have said about it. "It's hard, smooth, and great to look at," is another one. Or three, really. "And it's genuinely funny in parts," we said too, alluding to the way you can, for example, render fluffy innocent looking polar bears to piles of blood and flesh. "*Banshee* is a good, honest, rip-roaring, barn-storming powerhouse of a blast-em-up," we finally concluded in our own imitable way, recommending at one point that you should even "take out your brain, put it to one side, tweak your reaction glands to maximum response and just get shooting," but obviously we were exaggerating with that last bit; what were simply trying to imply was that you should buy it.

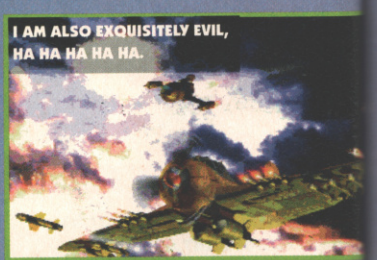
The Sas 67 of Eccles of Manchester, whoever he may be, also quite likes *Banshee*, although he didn't actually say so in his letter, but for argument's sake we'll say he did. Because why else would he write to you saying "On the title screen or during the intro, type 'FLEV17' and press RETURN. The screen will flash, and you will now have infinite lives. Typing 'I AM EXQUISITELY EVIL' (followed by a stab at the RETURN key) at the same place may also surprise you."?

ISHAR 3

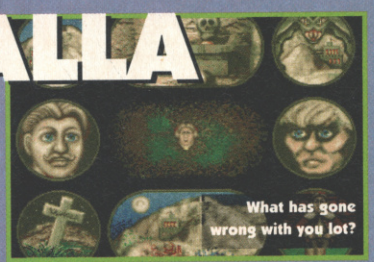
(Silmarils)

It takes a lot to impress us here at AMIGA POWER, and in spite of the fact that it looks great, *Ishar 3* fell with no hesitation into the 'games that haven't impressed us at all' category. "Entirely uninspired and choking of excitement," I think we said.

"But here's a thing," writes Gina Golder of London. "To return life points to maximum, simultaneously press CTRL, ALT, V and the left mouse button with the cursor positioned as far to the left of the screen as possible." So that's quite useful then, so thanks, Gina.



VALHALLA



(Vulcan)

Us: "No matter how much you like adventures, no matter how intrigued you may be over the concept of a talking game, no matter how much money you've got, don't waste any of it on this. It looks great, but so what? It's boring."

Paul Evans of Maryport: "Well, I quite like it. And so did a lot of the other magazines, actually. But here are some level codes all the same.
Level two (The Sanctuary) – LOPFGW
Level three (The Chapel) – UHGWIL
Level four (The Tower) – ABHEFT"

OUT TO LUNCH

(Mindscape)

Us: "Good, wholesome fun."

Paul Evans of Maryport: "Level codes.
Greece – TZATZIKI
West Indies – PLANTAIN
Mexico – FAJITAS
China – WONTON
France – CHOUX"

14 PAGES OF INVALUABLE PLAYING TIPS START HERE

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(Microprose)

We've already devoted a considerable proportion of past Complete Controls to *Imp Mish*, so I'll cut myself short here. Basically, what follows is a complete set of codes for every combination of level and character (something which we haven't printed in its entirety before), and it's been sent in by Jamey Giley of London.

LEVEL	RAM	TASHA	FELIX
CAR PARK			
Section two	ADQVAXUD	CLQNEXEI	ETQCDXWJ
Section three	AHQRZXKC	CPQHJXCH	EWQYIXTE
OFFICE			
Section one	ALQPZXXB	CTQEWXAG	FAQWJXAL
Section two	APQNDXQC	CXQAPXWF	FEQSKXPL
Section three	ATQKCXWM	DAQZFXQI	FIQPDXQG
INDUSTRIAL ZONE			
Section one	AXQFVXSH	DEQUSXRF	FMQLRXYM
Section two	BBQBJXRE	DIQRJXUA	FQQHIXEP
Section three	BEQWJXID	DMQJUXCF	FUQCWXPH
COMPUTER CENTRE			
Section one	BIQRRXQC	DQQFAXON	FXQYFXLL
Section two	BMQPBXLP	DUQBSXJK	GBQTYXMF
Section three	BQQMFXZC	DXQWMXDG	GFQPVXLB
CONSTRUCTION AREA			
Section one	BUQIPXRE	EBQTJXRJ	GJQMSXWK
Section two	BYQELXLK	EFQODXRC	GNQIOXZJ
Section three	CBQZIXHC	EJQJPXEA	GRQGVXQJ

THEME PARK

(Bullfrog)

Considerable space has also been allocated to *Theme Park* over the last two months, but the following could prove useful. It's from Lee Smith of Rotherham, who reckons he has found a sort of bug. To take advantage of Lee's find, what you must do is open the park, place a single ride and pump all your cash into researching shops (increasing the game speed to maximum to speed things up). When research into shops has finished you will get the amusement arcade and all the lights on the research screen should turn white. You should now find that all the rides are available and you won't have to do any research. Careful though, warns Lee, not to waste all your money else you'll have no cash to buy any of the rides with.

Alec Gaines also phoned in with this cheat. When you're building tube/car/roller coaster rides, you will be charged for each section laid. However, if you make a tiny course, place the entrance and then extend the track, you won't have to pay for the extra bit you've added on; ie you get a long course for free. Placing the entrance to the ride next to the park entrance and looping the track around the entire park, everyone goes on the ride first thing and comes off it hugely happy.

KID CHAOS

(Ocean)

First up is a selection of passwords. By the look of it, they seem to take into account the number of lives with which you completed the last level (and let's just keep our fingers crossed that they are not, for example, specific to each individual copy of the game, such as was the case with *Gods*). So if we were to marshal the codes which a number of people who saw fit to write in with into some sort of list, this is what it would look like. Try them and pick (obviously) the one which gives you most lives for each world.

World one – LFEGOKOKQCK
World two – LSDNSARBBAK
World two – LPISEASBBAA
World two – LCNMOADKRAK
World two – LILBDKEAJNA
World three – DKFCELACEHL
World three – NRLQTAGASIM
World three – NMOHCKGLGAB
World four – OPTSQARBLOD
World four – OQEIKASNOFC
World four – EQAOHKRBIAC
World five – PFQOOAICKTN

If, on the other hand, cheating is more your game, then enter the password as 'HARDASNAILS' for a special menu. And entering it as 'ARCADEGAMES' apparently brings up some kind of a bonus games menu.

And if, on some sort of hypothetical third hand, playing tips were what you were after, then look no further.

WORLD ONE LEVEL ONE

For the duration of the first couple of worlds, some of the walls can be smashed. The first is by the two walking rabbits, and the second a little further along by the bees at the check point.

LEVEL TWO

To find the smashable wall on this level you must take the pathway leading under the water at the first bridge – that is to say the one with the swan flying over it. Go all the way down to the bottom, use a spin to kill the rats, and head past the red flowers.

WORLD TWO LEVEL ONE

To pass any water droplets, position yourself slightly away and then spin through.

LEVEL TWO

Keep jumping, and make sure you collect all the capsules with things in them. And mind out for the yellow mud at the base of the level.

LEVEL THREE

When you reach the first checkpoint, leap off the platform and pull back on the joystick to stop. Jump again and repeat the process. There is some orange slime on the next platform so you'll need to jump then jump again, but leave this platform as quickly as possible to avoid the orange worm. When you reach the next checkpoint, re-trace your steps in order to pocket the goodies, and use the rubber pad to swipe even more booty to the left. To jump over the barrels repeat the trick of pulling back on the joystick until you reach the next checkpoint. Continue all the way to the spike-covered drums, check under the drum to the right for some loot, and jump the next set of percussion. Get back to the first opening and take the hole to the left. Jump up the two drums, go left, leap the gap, scale the stack of drums and jump across the disintegrating platforms to the right. You'll want to be jumping and spinning when you get to the drips and spikes, of course. Smash the flowers and go right, up to the platform with the orange slime, along the fourth platform, jump right and exit.

Thanks to Kevin and Martin Heard, Co Durham, Paul Evans again of Maryport, Richard Samaras of Burnham, Mr Drainpipe Wilson of Blackpool and Simon Pegler of Whoknows for all of the above.

DON'T FORGET

These pages are in your hands – send us some tips and we can print them and send the two most helpful people a prize. (Paul Evans and the Heard brothers get them this month, incidentally. Don't, and we won't. The address to send (or not send, as the case may be) you stuff to is:

Complete Control,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.

I'll see you next month then, if I can make it.

CANNON

Game solutions are a funny old thing aren't they? When we did the tips for the original *Cannon Fodder*, we started them at mission seven or so, thinking that you'd at least want to try a few levels before having all the fun spoiled for you. Nope, how wrong we were. If a game's good, you want to know EVERYTHING about it, even if that means someone else doing all the hard work for you.

So you want to know everything? Well, how about these stunning fact-bites:

● *CF2*'s harder than *Cannon Fodder* right from the very start. The enemies are surlier and meaner, which makes them more likely to shoot at you and more likely to actually hit you. Always KEEP MOVING, and if possible move at an angle to them rather than directly towards or away from them, as this'll cut down the chances of you being hit.

● *CF2*'s similar to *Cannon Fodder*. The best way of getting rid of rocket launchers is still to charge a single bloke directly at them while firing. It works every time, unless of course the rocket launcher's getting fire support from another rocket launcher, in which case you're toast.

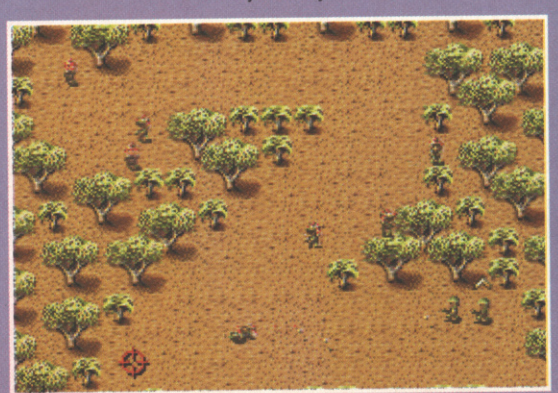
● *CF2*'s trickier than *Cannon Fodder*. Take special care and attention with hut doors set at an angle, as they're designed to fly off and hit you. You have been warned.

● *CF2*'s zippier than *Cannon Fodder*. The longer you take to finish a phase, the meaner and surlier the enemies get, so don't dawdle. Also, huts generate baddies quicker, so it's vital that you take them out. Don't wait to get close before lobbing grenades, chuck them from the maximum range as you KEEP MOVING.

As usual, if you disagree with the way I've done a level and think you've got a better way, write in and tell me about it. If it'll make you feel any better, that is.

MISSION ONE

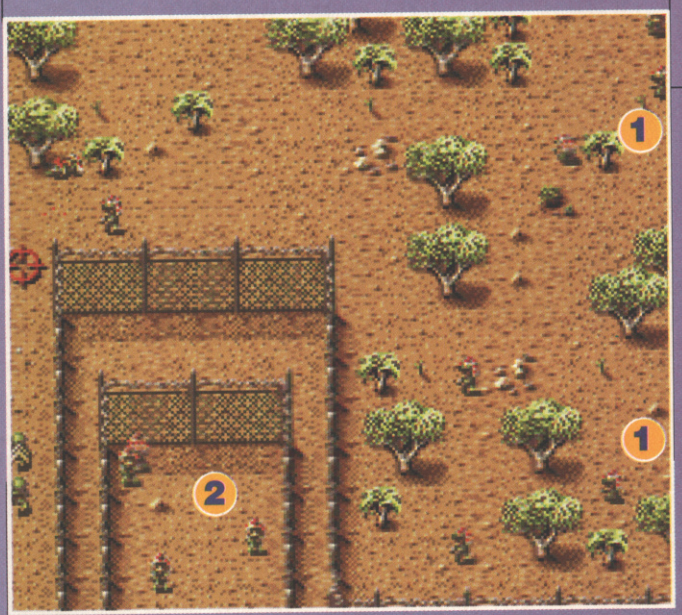
It's just a warm up level, but even here it's possible to lose a man. Always remember – *CF2* is harder than *Cannon Fodder*, And then just blow everyone away.



MISSION TWO

Phase One

This introduces the grenades, which are over at the far side (1). Simply kill everyone, and then chuck a few grenades into the compound (2).



Phase Two

Make your way directly towards the grenades (1) and then head up to the hut (2). Blow it up, but remember to steer clear of the door when it goes ballistic, and then wander around mopping up any survivors.

FODDER 2

Phase Three

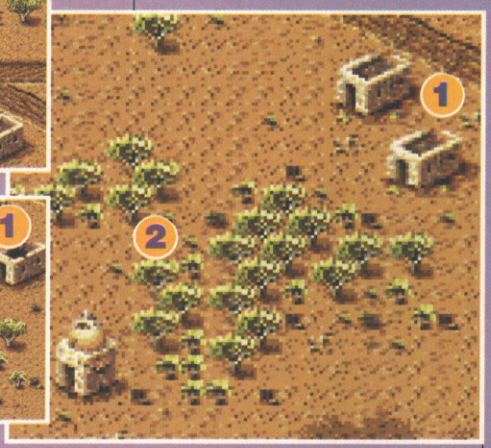
Another regular feature in *CF2* is the sprint start, where things start to happen the moment you start the mission. In this case, your boys are rushed by a load of troops, so gun them down, grab the grenades and then take out the two huts (1) by standing behind and throwing grenades over them. The bottleneck to the final hut (2) is littered with (virtually invisible) mines, so spray the area with gunfire to trigger them. If you're lucky, the explosions will take out the final building, if not you'll have to bomb it.

MISSION THREE

Phase One

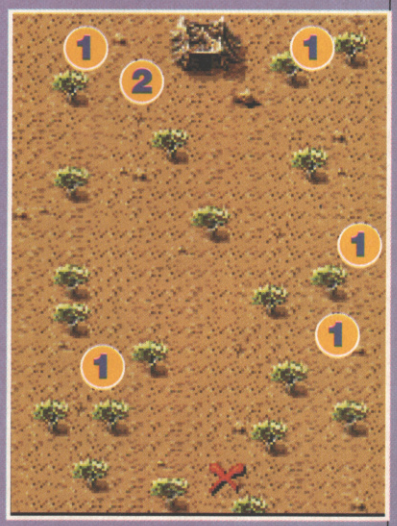
Grab the box of grenades (1) and then immediately take out the first building (2).

Head up to the line of four buildings and grenade them all, but make sure that you're standing to the RIGHT of the building you're throwing grenades at. If you're to the left, the door will fly off and take your men out. And avoid the road - it's mined.



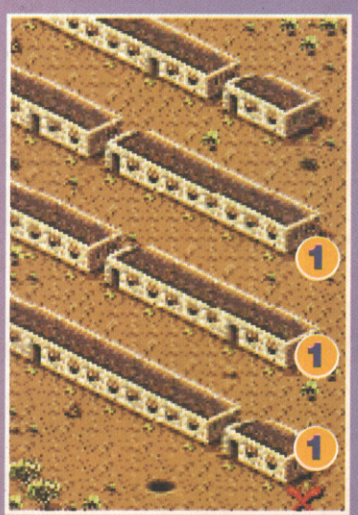
Phase Two

As soon as you start, MOVE. Left, right, up, down, it doesn't matter, but after about three seconds, rockets are going to start whooshing in on your position. There are loads of rocket launchers (1) and the best way to take them out is the simplest. Simply run straight at them while firing, and you'll knock them over while their rockets explode behind you. The problem with this is that with large groups, the last bloke sometimes gets hit, so once you've taken out the first two, head back down to the start, select two men and finish the job with them. Simply grab the grenades at the top (2) and bomb the tent.



Phase Three

CF2's harder than *Cannon Fodder* as there aren't as many spare grenades, and although there are quite a few boxes lying around (1), there're also a lot of doors to blow off. The easiest way is to blast the first row, and then get the second row by lobbing grenades over the rooftops. Watch out for your troops getting separated or rushed by enemies at the right hand side, and you'll be okay on this one.

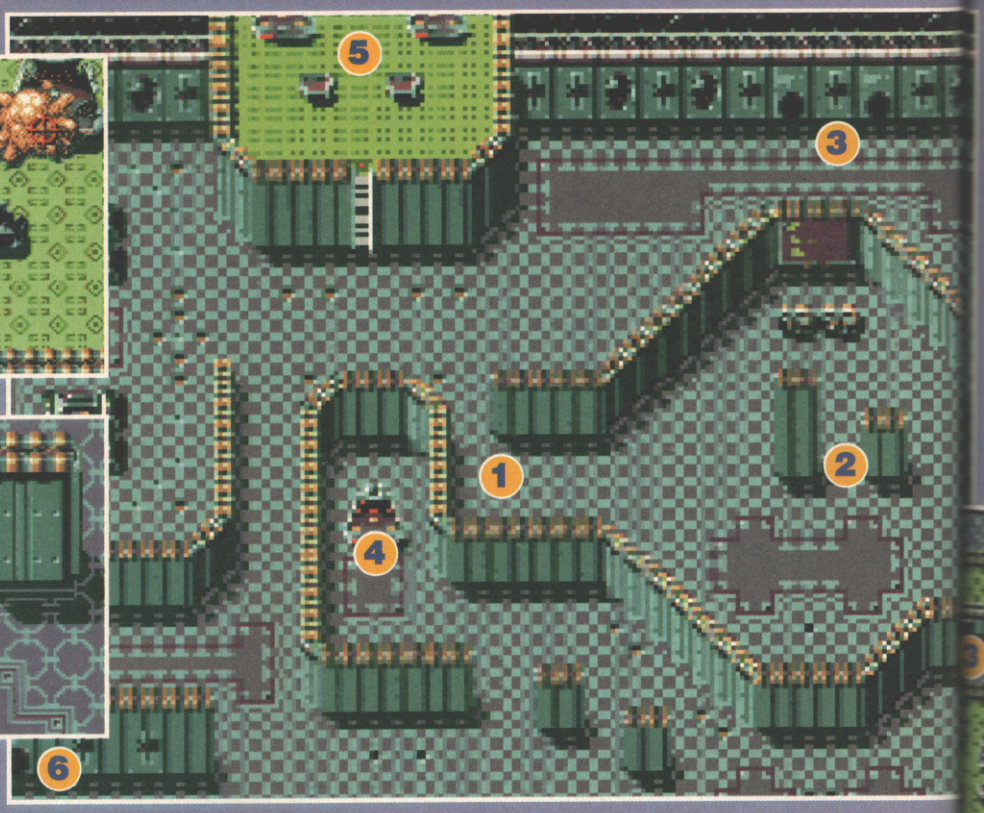


Phase Four

You only really need one or two men to complete this, so split the team at (1). Dash in to grab the grenades (2) but be aware that the baddies could well throw grenades at you. The walls restrict your movement, so to avoid getting caught in explosions, take out the huts either from behind or by chucking grenades over walls. Once those huts are gone, stand a man on the pressure pad (3) to summon the UFO, then use the other squad to mop up any survivors.

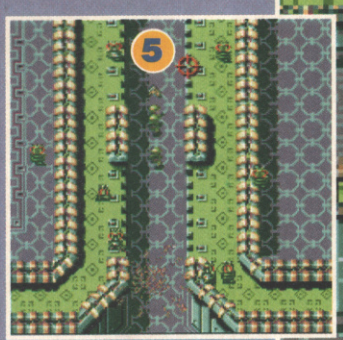
MISSION FOUR

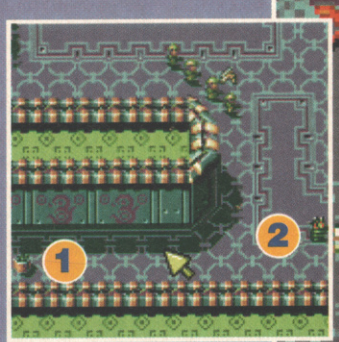
Phase One

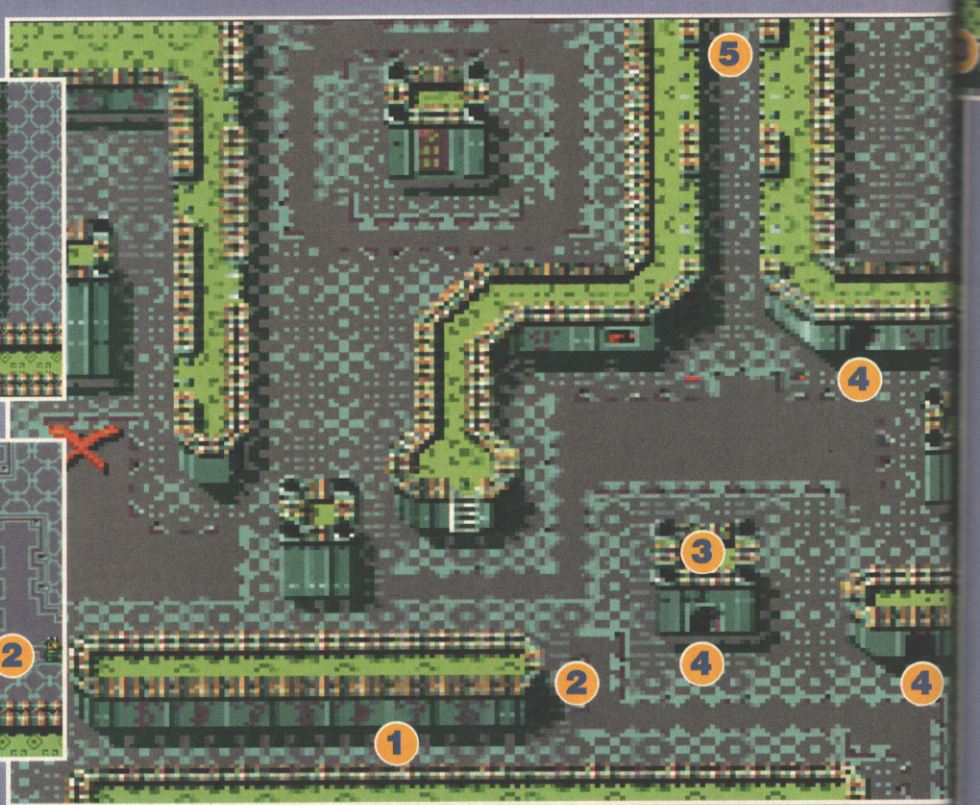


Almost unbelievably, the action now switches to the cavernous interior of a space ship, which has particularly nasty red blobs on the floor that mark instant death for anyone unwary enough to walk over them. Take the team up to (1) and then split them. Send a squad forwards to blast the two rocket launchers, then grab the grenades (2) and take out the two doors (3) by throwing bombs over the wall. Reconnect the squad and do the same trick on the matter transporter (4) before climbing to the top of the ladder and bombing the two matter transporters (5). You should find that the bits flying off hit the pool tables (or whatever they are) instead of you, so phew, eh? Finally, blast the last door (6) and finish off any stragglers.

Phase Two







There's a lone alien above you, so kill him before he gets up to any xenomorphic mischief. You need to grab the grenades and rockets (1) but they're protected by a rocket launcher (2). Smack him, then grenade the alien in the tower (3). Grenades are more important than rockets in this one, so rocket the doors nearby (4) before attempting to run the VALLEY-O-DOOM (5). This isn't actually that bad. As long as you KEEP MOVING and take out the rocket launcher at the end quickly, then anyone you miss on the way in can be blasted on the way out. If the level doesn't finish, then check (6) for stragglers and shoot their green butts full of little-biddy holes.

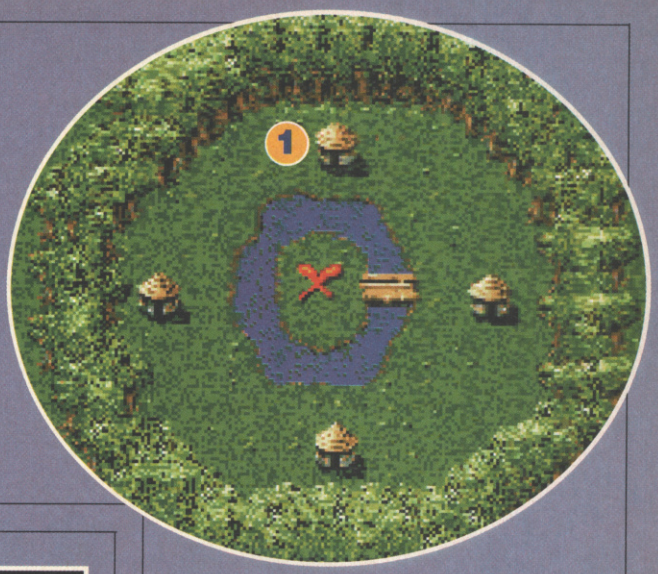
Phase Three

The first of the really mean missions starts with a simple grenade lob to take out a door (1). Head your guys over to a safe zone (2) and split off one man, leaving the precious grenades with the main squad. It's the lone guy's job to dash around and take out all the rocket launchers (3), and if he manages this, send him to grab the grenades (4) and take out the cluster of doors around the box. If he's STILL alive (although this isn't massively likely) then he should take out the remaining doors, climb the ladder (5) and waste the aliens on the raised section. Should he cop it at any point though, replace him with another member from the squad. This may seem a bit faffy, but sending them all in at once merely pushes up your body count. So don't do it.

MISSION FIVE

Phase One

The level's a huge target and you're in the bull's eye, so scarper across the bridge to get the hell out of Dodge. If you'd got time to admire the scenery (which you haven't) then you'd notice that everything's gone a bit 13th century, and the bad guys are quite literally getting mediaeval on your ass. There's a rocket launcher (well, wizard, but he's a rocket launcher really) by each hut, grenades at the top (1), and no swanky or sophisticated way to complete this. If you run around a lot, then enemy rockets will take out a few huts while you gun down the remaining launchers, and all I can suggest is that if the box of grenades gets destroyed, you should escape and try again. Not very helpful, I know. Sorry.



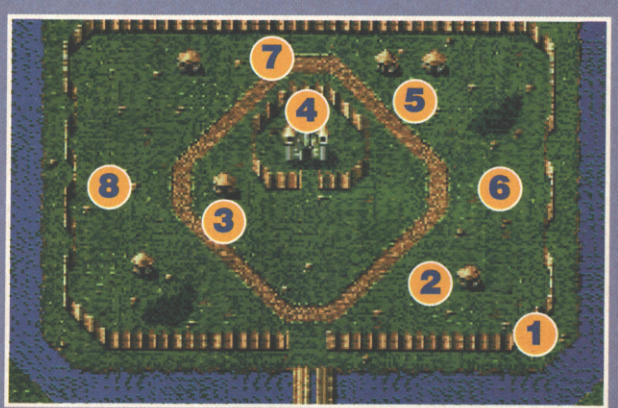
Phase Two

Based (in the loosest possible sense) on the classic Spectrum game *Chaos*, this phase features a wood and wizard in each corner (1) with a soldier next to him to represent the monster. Again, there's not much you can do apart from run around like a mad 'un and never stop moving. Sometimes it's reactions rather than tactics that win the day.

MISSION SIX

Phase One

Okay, the last one for this month starts with you hugging the fence until the launcher (1) blows himself up. You'll notice that walls can sometimes be fired through, so kill any soldiers before they get you, then lob a grenade over the wall for the hut (2). Enter the compound, blow the hut (3) and shoot the guys in the keep before recovering the grenades (4). From here, bomb the huts (5) and hang around long enough for the stray rocket or enemy grenade to blast the castle, as you haven't got enough grenades to finish the level on your own. The right side of the compound is almost finished now, so take out the launcher (6) then head round the top to waste the launcher (7) and hut, which by this time will be pumping out baddies at a fearsome rate. That just leaves one more launcher (8) and the bottom hut to finish off, which you should manage with your last grenade. Blimey, that was tight, wasn't it?



See? There's nothing very difficult about this lot is there? Presumably things will hot up next month with mission six, phase two and beyond, but in the meantime, I have to say this because Sensible's Stuart Campbell (once AP's Stuart) pointed out a MATERIAL INACCURACY in the *CF2* review in AP44.

"There ARE air to air combat missions," he rants. "Mission 24.5 is one, and so's the one with the big tower in the middle." Now you know. And we know you care.

● *CAM WINSTANLEY*

SENSIBLE

Having trouble with your dribbling? Leaking too many goals? Can't find your winger? Nor could we until Paul told us how to.

Daunting, aren't they? I mean it's fairly easy to get into *SWOS* for a quick game or two, but if you really want to make the most of the new aspects of the game you've got some serious figuring out to do. What with transfers, tactics, money, playing, managing – it's all-encompassing, and you need to know what's what if you're going to take your team of no-hopers onto greater things.

Now, rather than give you a list of endless snippety tips (as I like to call them), I've broken down all the new sections of *SWOS* and gone through each of them with a fine-toothed comb. Remember, though, that this isn't a game about putting the right guy in the right place at the right time (although that plays a major part, obviously). There's luck, skill and your own gameplaying talent to take into account. After all, the game wouldn't be anything if it wasn't possible for Plymouth Argyle to beat Manchester United in the FA Cup final. It probably won't happen, but it's possible.

See, anyone can make it if they try.

Looks like it's United's game.

MANAGER OR PLAYER MANAGER?

So what advantages does being a player manager have over being just a manager? The most important aspect is the

IT'S THE TACTICS EDITOR. HOW DO I USE IT AGAIN?

TACTICS EDITOR

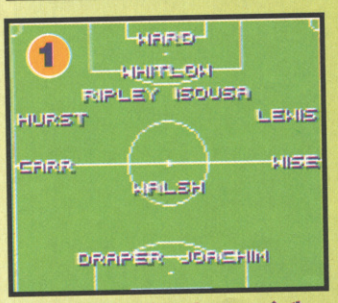
If you read the review of *SWOS* in the last issue, you will have noticed that a lot of attention was paid to the tactics editor, and justifiably so. This is THE most important part of the game, from a strategy point of view, and amazingly vital if you're actually playing the game as well as managing.

How do you play *Sensi?* Do you go for the counter attack? Do you like your left or right backs to push up and attack? What about set-pieces? There are so many combinations and different styles of play that it would be impossible to cover all the positions and tactics you can choose (there are 12 formations, six extra, definable formations and you can place any of your eleven players in any one of the 240 positions on the pitch relative to the 35 different positions the ball could be in). So I'm going to suggest a few popular styles, and you can either tailor them to yourself, or ignore them and go your own way. This will also give you a good idea about the right players to buy on the transfer market, if you need to improve your squad (for more details, see the Transfers section).

1: 5-3-2

Strong at the back, with a good counter attack.

Get into that tactics editor and start changing some people around. With five at the back, you can push up one or both of the full backs, or bring them up to the midfield and give you some strength when attacking the goal. You can also give one of your strikers a lone role up from for the counter attack.



Make sure all the right players are in the right positions before you start the match.

2: 4-3-3

Good, all-round, attack-led formation.

If you've got a couple of good forwards, you really want to push them forward and then concentrate on getting them into space with the long ball from the back. You can also drop a midfielder or two back to help out when things get tight in your end.

I like this formation. Lots.

3: 4-2-4

Attacking, winger-inspired set up.

This is my personal favourite, and if you've got a couple of fast wingers you can really exploit defenses. With this formation, you can either attack with your midfielders or put the ball into the box for your attackers. It's completely up to you.

If you want a certain player to score, use this one.

WORLD OF SOCCER

ability to take a good player and turn him into a valuable commodity. Say your striker is valued at £1.5m. Adjust your formation with the tactics editor, use your amazing *Sensi* skills, score something like 40 goals in a season (if you're really

And here's a few grabs to illustrate the points I've just made and to fill up some space.

For a better example of the tactics editor in action, I've decided to throw in a couple of my own examples, namely CITY TWO and CITY 3. This will show you how you can alter a basic formation and tailor it to your own style of play.

4: CITY TWO

A normal formation with the emphasis on the star attacker.

This is my altered 4-3-3. We're okay at the back, so that's no problem. But my star forward is amazingly quick, so as soon as the ball gets into the middle of the pitch, he moves up by himself and then I can put the ball through the middle towards him. It works really well, and he's scored loads of goals from all sorts of angle. He's also well backed up by pushing the two other attackers in behind him when he's on goal.

Any team with a weak defence is going have nightmares with this attack-led set-up.

With this tailored formation I can score loads of goals.

5: CITY 3

Less attack, but some more control in the midfield.

And this is my altered 5-3-2. I've got a good midfield and a couple of well-'ard attackers, and with this formation and pretty much cover ever part of the pitch, and also break on the counter. It does leave me a bit short at the back on attacking runs, so it's best not used against teams with fast attackers, or you could pay the price.

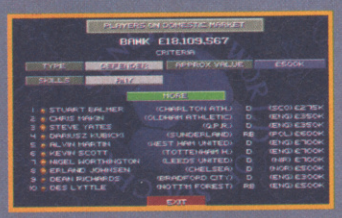
good) and you might find yourself with a player worth something like £2.5m or even £3m. Now you can sell him off, and buy a 'real' £3m player and carry on like that.

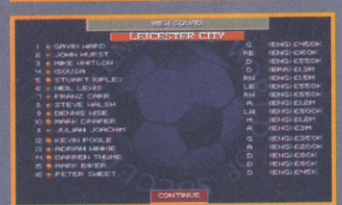
TRANSFERS

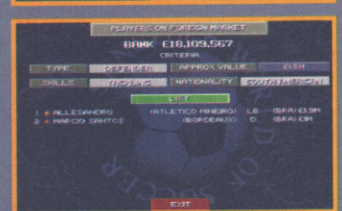
If you're going to get anywhere with your team, you're going to have to dabble in the transfer market. Even teams such as Manchester United aren't as strong as they could be – personally I'd like to see Chris Sutton up front. But you can't just keep spending and spending. You need to analyse your squad, and decide what players you need to keep and what players you need to sell. Then you need to decide, from your tactics editor, what special skills, if any, your new player will need. Once you've got all that figured out, you then just need to buy him.

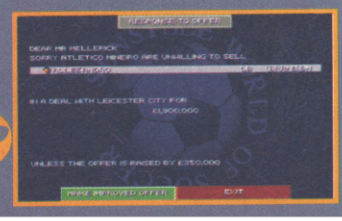
Don't forget, though, that you don't have to attempt to buy a player who's up for sale – you can poach from any team, but unless you make an offer substantially higher than his actual worth, you probably won't persuade the team to sell him. Also, don't stick with the domestic market. There are plenty of foreign markets to try, and although you may not be aware of the player, you can use the game to see whether he'll fit into your grand scheme of things. In fact, I picked up a great Italian goalie I'd never even heard of before. So don't be scared.

It's not all that complicated, buying a player. As this selection of grabs shows beautifully, don't you think?









YOUTH TEAM/RESERVE PLAYERS

After getting rid of most of your players on the transfer market, you'll notice that poorly-valued players start appearing in your squad. These are either reserve or youth team players taking gaps in your squad. You must have at least 16 players in your squad, so if you sell a player when you've only got 16, a youth team/reserve player will appear to make up the numbers. This isn't that much of a bad thing, though, because you can either cultivate these players by giving them the odd game (your team strength shouldn't alter that much), allowing you to find a new talent or even improve on one and sell him off, or you can sell them off straight away if you need to obtain a bit of cash. You'll also sometimes find that other teams will try and buy these players.

CLUB BUSINESS

A tricky part of the game this, because you can't directly alter what's going on, you can only view it. The only way to accrue money is by selling off players or playing at home, but in the beginning you won't need to worry too much about this. It's only after you start improving your squad (and as such start paying them more money) or even when you play abroad either as manager of a foreign side or in a European competition, that you really begin to notice the money disappearing from your account. Win a few competitions, get a lengthy cup run going and even win something and you will reap the rewards. Just don't spend it all at once, or you'll end up in financial trouble (and with costs running at something like £1m a week in Italian Serie A, that's not hard). In fact, at one point my chairman sold off one of my players without telling me. Good job it wasn't anyone important.

Stay in debt too long and you'll either get the club shut down or get the sack. And you don't really want that to happen.

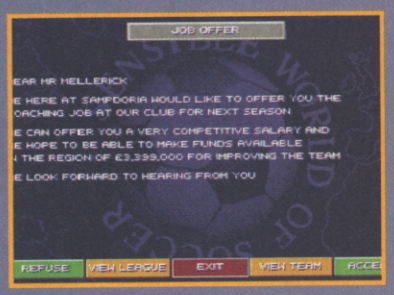
Well, Sampdoria look like a decent enough side, and I don't know about you, but I wouldn't mind working in Italy.

JOB OFFERS

So you're good, are you? Been offered any top jobs? The FA screaming at you to become national manager? It's a fact that as soon as you start to look even remotely impressive (eg, get to the fifth round of the FA Cup, or even simply put together an impressive run of games), job offers will start pouring in. True, most of them aren't all that glamorous (for some reason Port Vale just won't take no for an answer), but after an impressive season of taking Leicester City to the top of the premier league, winning the FA Cup and European Cup Winners' Cup, Sampdoria made me an offer I couldn't refuse, and the chance to play with a forward line-up rated at something like £14m doesn't happen every day. A couple more successful seasons and that national manager's job is mine. And then I'll finally get my hands on that World Cup.

Anyway, when a job offer presents itself, don't make a decision straight away. Take a look at the squad, check out the players, look at the league position and see how much money will be available to you, and then if you still can't make up your mind, play a few more games and have another look.

Or, like me, you can ignore the best offers, and stick with the silly dream of making your favourite team (Leicester City, in my case) the best in the world.



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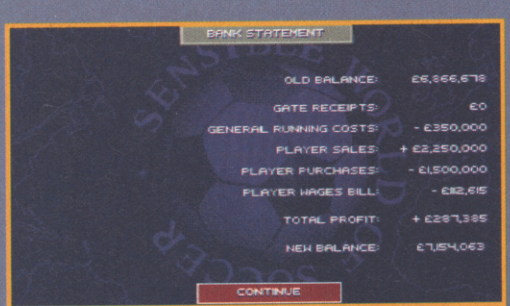
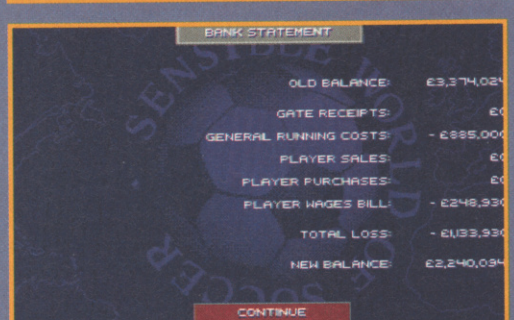




Above: A good squad and valuable as well.

Left: The top screenshot shows running costs in the Premier league, the bottom shows how much it costs to run a team in Serie A. As you can see, spending £1.3m in a week can quickly cause problems.

PLAYING THE GAME

Personally, I get the most out of *SWOS* by actually playing and controlling the action. Although there are some management options, it's not truly a management sim like *Premier Manager* or *Championship Manager*. By following the above advice you should be able to get on with the management section of the game, but you will still have to put up with statistically poor teams. Whereas if you play the game yourself, you can have more influence on the game. Better still, play two separate games – one as manager and one as player manager. And if you still can't get anywhere, practice your *Sensi* skills some more.

● PAUL MELLERICK

ZEEWOLF 91

We wanted to give you the best tips on one of the best new games for the Amiga. Who better to ask than one of our deep double agents who's officially 'retired' from the sinister organisation behind AMIGA POWER and gone to work for *Zeewolf* publishers, Binary Asylum? Ladies and Gentlemen we proudly present Andy Smith.

GENERAL TIPS

Use your range. When taking out enemies it's a bit foolhardy to pile into the middle of a bunch of them and just open up with your guns and hope you hit something (although it sure is fun).

The best way to tackle multiple enemies is one at a time. Your gun camera range is equal to the enemy's attack range, so you can start firing at an enemy as soon as it appears in the gun camera. This means that you'll only activate one enemy at a time and won't have to deal with several of them firing at you at once.

Watch out when you're refuelling and rearming from land-based Camels. On several missions we've put enemy units (usually Hippos and Rhinos) nearby on what we call 'Ambush'. This means that the enemy units remain stationary until you land, whereupon they become active and head towards you – with guns blazing, natch.

Don't overload the Zeewolf with weapons. Rockets and AAMs are a valuable resource, so don't waste them unnecessarily. It can be a real pain to load up the Zeewolf with 90-odd rockets and half a dozen AAMs only to get blown out of the sky before you get a chance to use more than a handful of each. It's much more sensible to keep your on-board ammo levels low and rearm often.

Don't get cocky (kid) when you've got men on board the Zeewolf. Get them off-loaded as soon as you can so they don't die if you get shot down (but of course, that won't be happening once you've read these tips).

Don't set off friendly units that you're supposed to escort until you've cleared their path. If you know you've got to escort, say, a Pelican back to the carrier, don't go near the Pelican until you're actually ready to escort it – once you've triggered the Pelican off it's going to head for its first waypoint and that's probably going to be right over an enemy unit who's going to down the thing with just a few shots (we put this feature in deliberately, just to be mean. You know, for kids).

Beware when blowing open the doors of buildings to release hostages. Although there's a buffer between when the doors blow and when the building is destroyed, it's still possible, if you keep pumping in the rounds, to destroy the building before the little man's had a chance to get out and so you'll kill him. Be especially wary of this when you're shooting at garages because they only need a few hits before they're totalled.

Those oh, so difficult later missions...

MISSION 22 BERSERKER

The teasing thing about this mission is that we've given you two Buffalos to use (they're on the Carrier at the start of the mission). Now, by this time you'll ➤

USING THE MOUSE

The joystick control is far and away the easiest to get to grips with and is fine to begin with, but once the missions start getting really hard (from about mission 12 onwards) you'll find it doesn't react swiftly or precisely enough. You're going to have to get used to flying the Zeewolf using the mouse.

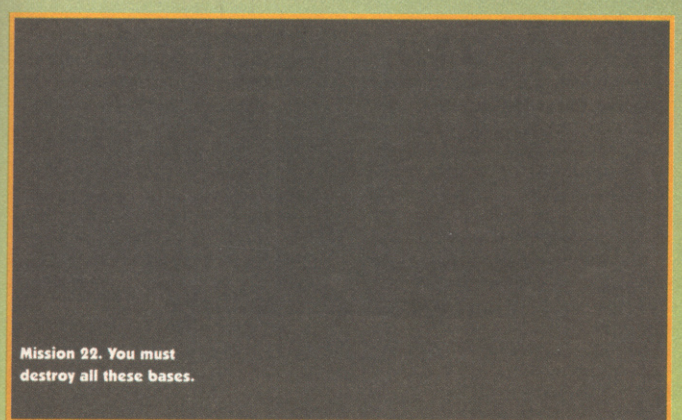
Flying on mouse is actually much easier than Jonathan Davies would have you believe – just remember to use very small mouse movements while you're flying. The biggest problem people seem to have with the mouse is that they forget that the Zeewolf acts, sort of, like a real helicopter – if you're changing direction then don't expect the Zeewolf to move instantly, there's inertia to deal with for example. Don't imagine you're sitting in the cockpit of the Zeewolf when you're flying – it's more like a remote control helicopter.

Start on the first mission and just get used to moving the Zeewolf around the landscape. Then take on the three Bears – get used to circling round enemies and firing at them with your cannon. This will give you a good feel of how the mouse control works and how the cannon and other weapons perform in action.

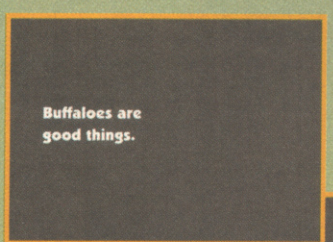
When you're just starting out with the mouse, don't use the throttle (right button). The Zeewolf will hover anyway and the throttle will just make things harder on yourself (you'll soon find out that being able to use the throttle at will is what makes mouse control much better than the joystick).

If you're using the mouse you'll soon find out that landing without a bump can be tricky – try a quick blast of the throttle (right button) just before you touch down or, even better, hit CTRL when you're over where you want to land (ensuring you've got your landing gear down, natch), switching you to joystick control. The auto pilot will now guide you gently in and you'll land perfectly.

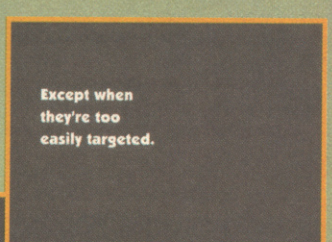
To take off again, hit G to retract the gear, and once you're safely airborne, press CTRL to return control to the mouse.



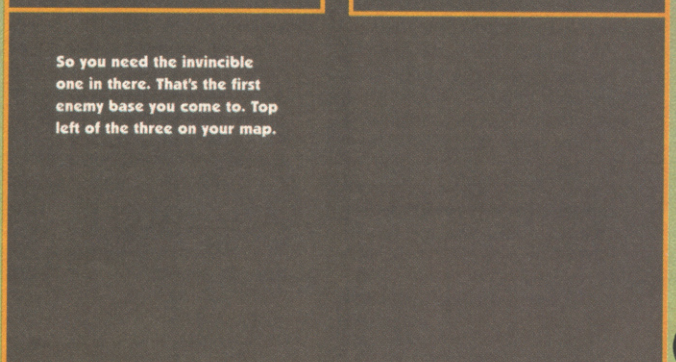
Mission 22. You must destroy all these bases.



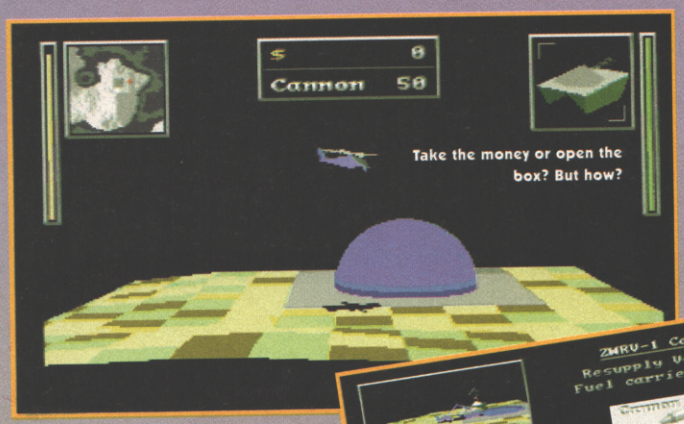
Buffaloes are good things.

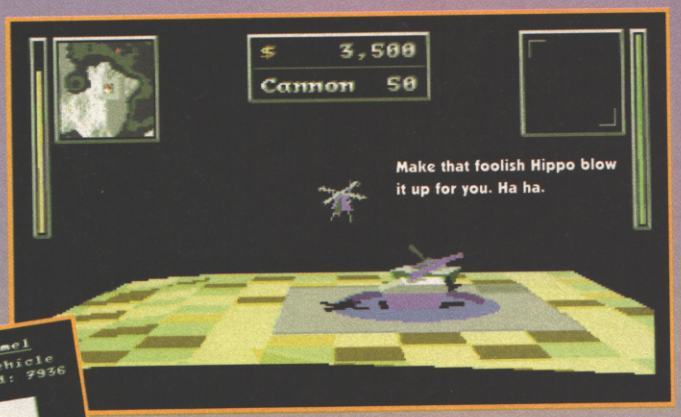


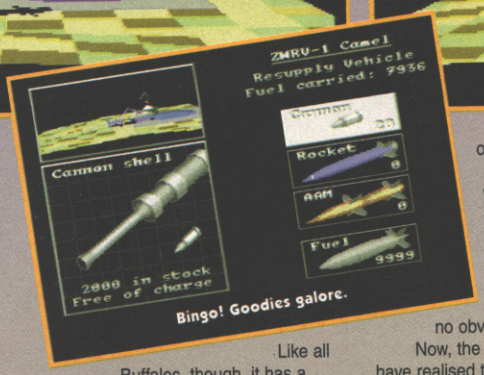
Except when they're too easily targeted.



So you need the invincible one in there. That's the first enemy base you come to. Top left of the three on your map.







know how useful Buffalos are and how to use them (keep within a certain range and they'll potter about shooting at whatever enemies are nearest to them). But, as you soon discover, all the enemies on this level seem to target the Buffalos immediately and their life expectancy is real low.

There is, however, a very easy way to complete this mission. The mission objective is to destroy the three bases on the landscape. The first base has a dome (directly south of the carrier and your start point) containing another Buffalo and this is the key to solving the mission.

Use your other two Buffalos as best you can to take out anything around the first dome and blow the dome open. The Buffalo inside has a peculiar characteristic in that because it starts in a dome the enemy don't target it. In effect they don't know it's there, so once it's released it can happily trundle around the landscape taking out anything it comes across without the enemy shooting at it.

Like all Buffalos, though, it has a limited operations range, which means if you wander too far away from it, it goes dormant. And, like other Buffalos, it has a tendency to get itself stuck on wreckage so you'll need to airlift it around the landscape from time to time in order for it to do its job properly.

MISSION 24 HIPPODOME

Remember, the clue is in the question – or to be more precise, the clue is in the name of the level.

If you've got this far you'll already have noticed that the Zeewolf starts with a mere 50 cannon rounds and that's it. There doesn't appear to be anyway to rearm because there are no obvious Camels on the level.

Now, the smart ones among you will have realised that you start right next to a dome, a blue dome. If you shoot open the dome you'll discover a Camel, but you'll also notice there's a Hippo right next to the dome and if you try and land to use the Camel the Hippo will waste you. But if you take out the Hippo you've got no ammo to open the dome. So, use the Hippo to take out the dome.

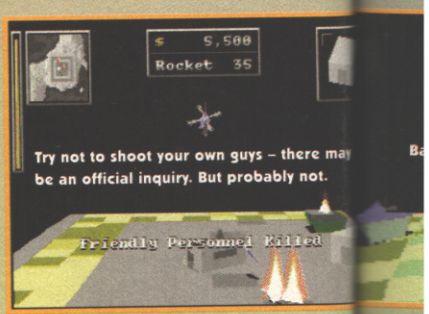
Position yourself to the south of the dome, making sure you're close enough for the Hippo to remain in your gun camera (so you know you're in range) and encourage it to shoot at you. With good judgement and control you should be able to duck behind the dome when the Hippos fires and the shots will eventually destroy the dome (you might take a couple of hits and some damage from bouncing off the dome, but don't worry about it too much).

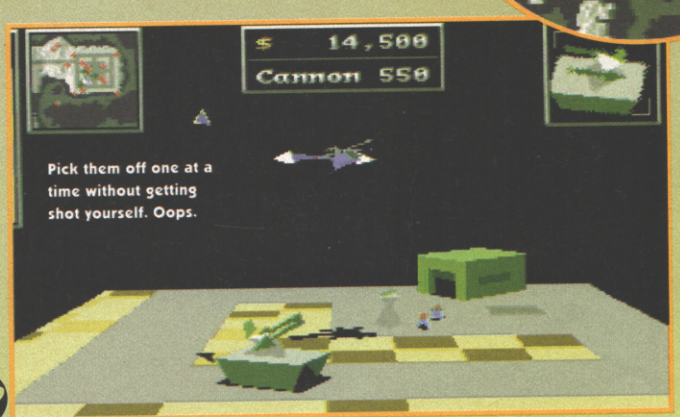
Once the dome is destroyed, use your ammo to kill the Hippo and then dock with the Camel – which you'll discover contains loads of ammo.

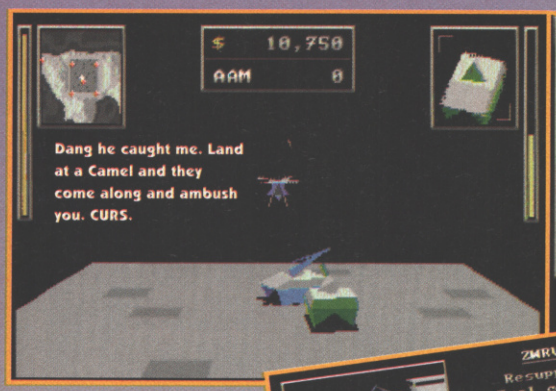
MISSION 28 BUGOUT

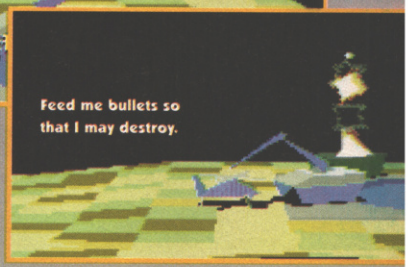
There's a really frustrating area on this landscape and that's the base at the top right. Basically you've got a Watchdog, a couple of Cobras and a garage with friendly men in it. You'll soon discover that AAMs are useless on the Watchdog because it's too close to the garage and you'll take out the friendly men in the garage if you try to use them (and because all the men on the level need rescuing this makes the mission impossible to complete). You'll also find rockets far too imprecise to be useful.

There's no real scientific way to complete this mission. Our best advice is to tackle this part of the mission straight away. Decide where you're going to approach the base from and then pick away at the outer defences, taking great care not to shoot into the middle of the









base. Once you've taken out as much as you can you're going to have to summon up some courage and head straight into the middle of the base. The idea behind this is that the closer you are to a target the easier it is to see what exactly you're aiming at. Obviously you're going to take some hits and probably lose at least one life, but it can be done without killing the friendlies (eventually).

MISCELLANEA

● There's an extra life on Mission 26, Brass Rubbing. In one of the domes you'll find a replica Zeewolf. This needs to be airlifted back to the carrier to earn yourself an extra life.

● Enemy frigates. Always approach these from the back – there are two types of enemy frigate and both are armed with vicious front turrets. Some have turrets that fire homing missiles (like the ones Ospreys fire) and others have turrets that fire shells (very quickly). The best way to destroy them is to switch to rockets, come at the frigate from the rear, take out the radar on top of the bridge, keep as low and near to the bridge as possible and pump some rockets into the turret. The turret has a limited amount of traverse so it's unable to get a bead on you if you come at it from behind.

● Vultures (enemy attack helicopters) take two AAMs to destroy whereas all other flying craft take one.

● You have to be on mouse control for this one: If you've stumbled across a Cobra and Watchdog combination and the Cobra looses off a SAM at you, wack the throttle on full and throw the nose of the Zeewolf right over. Fly as close to the ground as possible (bouncing off the ground a couple of times if you have to) and you just might be able to get the missile that's tailing you to plough into the ground or sea.

● To destroy domes, switch to rockets and approach the dome from a direction that means there's a dead enemy on the other side. Fly low enough and the rockets will zoom towards the dead enemy – hitting the dome.

● If you're having problems on escort missions then try to stay with the craft you're escorting, otherwise it will just wait for you at a waypoint.

● Exchange pieces if it means you can open a rank or a file without a loss of a tempo (thanks to Aron Nimzowitsch).

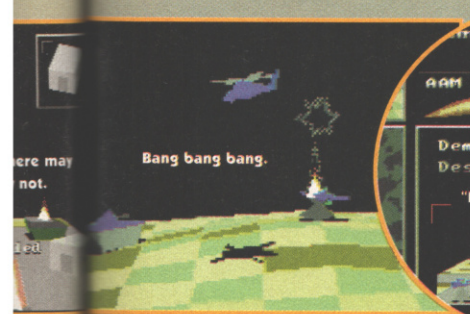
● Use the Zeewolf's shadow to orientate yourself when shooting at enemies – this is especially useful when attacking enemy aircraft, because it can be tough to work out if you're in front of or behind them.

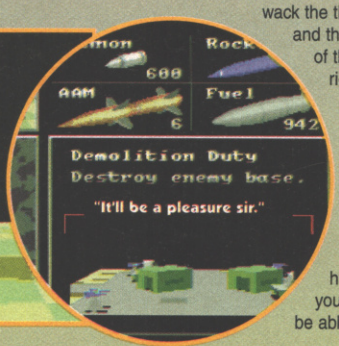
● To earn extra points, make sure that you drop off any extra men and load up with as much ammo from Camels or the frigate as you can before you complete the mission.

● Although we've tried to be mysterious on some of the briefing screens by, say, telling you to rescue men which are at one of two bases, you'll find that the precise location of the men on the correct base is marked on the tactics screen – this was due to technical reasons (ahem).

● **READ THE BRIEFINGS!** Often you'll find the tactics screens don't tell you how many men you've got to rescue or where they are, and unless you've made a mental note of how many there are, and where they are, you can easily find yourself flying around for ages trying to find that elusive last bloke – who may not even be in a building. On some missions we've deliberately put men out in the open, just to make things a little more difficult for the player.

● ***ANDREW SMITH***





PROBLEMS?

Then you'll be needing...

THE LAST RESORT

with Rich Pelley

You haven't been good boys and girls this year, have you? And that means that Rich will not be visiting you with a present each. Don't cry. You were warned.

Melanie gripped the handrail as if her life depended on it, her sweating hand clamming to the cold metal as she tightened her grip. The phone call had been brutally specific – place the money, loose, in a black, unlocked suitcase and meet under the old railway bridge at 9.30pm. An owl hooted; or at least Melanie wished for some sign of life, but there was none, not even from her dog who lay curled up asleep in blissful unawareness on the step. She could remember running up and down the tow path as a child, but never before had the water seemed quite so inky black or the gush as it poured over the weir quite so deafening. She glanced at her watch – 9.32 – and turned to go. And as she did, a distorted figure stepped out of the shadows and followed her up the steps.

CASES CLOSED

Well it's certainly not been a very impressive post bag this month – only one person had anything helpful to say. Come on – you can do better than this. Can't you? You're supposed to be the best Amiga gamers in the world. Tch.

MANIAC MANSION

Q Well, at least Edna Norton from Couldbeanywhere will be pleased – the three queries she posed back in issue 43 have been answered.

A "1) To build up sufficient strength to open the first door you alluded to, you'll be needing to use the Hunk-o-Matic machine inTed's bedroom.
2) To open the other door by the reactor, you'll need to get the record from Green Tentacles' room and the tape from from the library. Use them in the Piano room to make a recording of the record onto tape, and use this in turn in the tape player in the chandelier room. The necessary key will fall nearby.
3) And to crack the the safe, you'll be wanting to locate two dimes (one from the Radio room and the other from Ed's room), a jar of water (from the swimming pool) and the Pepsi (from the fridge). See to the man eating plant in the Typewriter room with the water and Pepsi, and double click on the hatch above to climb up the plant. Use the dime in the coin slot, use the right hand button underneath twice, and take a peek through the telescope to view the combination."
Philip Colvin, Poole

CAPTAIN PLANET

Q "Hey Rich! Is there a cheat?"
Michael Sanderson, Lincoln

A Hey, Michael? Apparently there are two cheats. Rather weirdly you'll need a copy of *Captive* for the first; insert it during the level select screen and press FIRE, then when you get a 'DISK ERROR' message, insert the correct disk and the cheat mode will be active. The second sounds a bit more probable, though – enter your name as 'CAAA' and try pressing ESCAPE during play.

BIRDS OF PREY

Q "Rich? Cheat/Tips?"
Mike Steillard, Shropshire

A Mike? Okay. When creating a new pilot, start your career on the opposite side from the one you actually want to fight on.

Select any mission and area (although Border/Sea Patrol and a general dynamics F-111 or a Sukhol Su24 Fencer might be a good choice), load up with ground attack weapons, taxi out of the hangar and cannon down your own airbase. Continue taxiing around and blast the control tower, radar, aircraft shelter and hangar, making sure you don't start shooting until you've physically left the hangar (or the doors will seal you in) and you don't get caught within half a mile of any explosion. Take off, bomb the runway, cruise around and blow up any friendly ground targets you clap your eyes on.

All this seemingly uncalled for behaviour will label you a traitor, and accordingly you will be assigned a new home base on the side you actually want to fight for. So head for this base when your fuel and ammo runs low and then proceed into the game as normal, only now you'll have a huge head start.

The war can be shortened to about a fifth of its normal length this way, also allowing you to land on an enemy runway during the mission and blow it up from the ground rather than zooming all over the place trying to line-up a decent aerial shot. But mind you don't blow a hole in the runway before you try it. And beware of aircraft taking off while you try to land.

ZAK McCRACKEN

Q "Richey Boy! I'm completely and utterly stuck on Mars. In what order do you press the buttons?"
Dave Wooten, Ashford

A Remember when the witchdoctor in Kinshasa showed you that funny dance, about four pages ago in the solution I'm consulting in order to pretend I actually know the answer to your question? (Er, oops.) Well, the order in which the doctor and his two friends bow, having lined up at the top of the screen, somehow corresponds to the order in which you need to press the buttons. If you missed the dance, then go back to the hut and hand over the cash card to the witchdoctor and he'll show it to you again.

Q "And I can hardly get anywhere. I cannot find any crystals, I can't find Annie and I can't even find anything to use as kindling material in the fire pit in Seattle."
Graham Chaplin, Glasgow

LOOSE ENDS

Ah – but you're rather better at sending in your own hitches, aren't you? So come on, if you know the answer to any of these, please do write in.

Q "Has anyone got any codes for FLASHBACK? I know the BURN, EGGS, GURT, CHIP, TREE, BOLD set, but has anyone got any for the set starting WIND, SPIN, KAVA?"
Steven Hyde, Nottingham

Q "I have been playing PREMIER MANAGER 2 for some months now without much success. At last the temptation has begun to slip and I have decided that I require some help. I have tried using the telephone numbers from the first game (753423, 250967, 000123, 220769 and 781560) to no avail as these take me to gambling machines where I always seem to lose. Does anyone have a number which will bring me any decent luck?"
Kev Shackleton, Stockport

Q "I'm stuck on FATMAN A1200. Is there a cheat, or something?"
Steve Gibson, Borehamwood

Q "And I wouldn't mind some codes for the same game."
Robert Hewitt, Shoeburyness

Q "How can I reach the last level of SECOND SAMURAI?"
Ahmad Aizayer, Saudi Arabia

Q "On HEIMDALL 2 in Talker'yn in Ander's room where you have to plant the seeds I cannot pick the correct ones."
Glend Barker, Leeds

Q "On WING COMMANDER Sortie 6, I always get blown out of the sky by fighters or crash into asteroids. I think it may have something to do with me being a Captain. Can any one help me out with this mission?"
George Fraser, Sternhouse Muir

Q "I have just clapped my eyes on The Last Resort in issue 43 in which my previous letter requesting some advice on how to do Classic Level ten and Sports level five of LEMMINGS 2 was answered. Thanks for your help and all that, but to tell the truth I what I was actually wanting was help on Sports level ten and Classic level five. Any chance of a correction?"
Joona Palaste, Finland

Q "I have had POLICE QUEST 3 for ages now and I still can't get off day six. I have been to the coroner, hospital and 400 West Beach but when I return to the station and hand everything over, I am not automatically taken home as I usually am."
Dale Smith, Mansfield

Q "Hello. I can't find the screwdriver outside Hector's room in CRUISE FOR A CORPSE. Where precisely is it?"
Padraig Long, Kilkenny

Q "I have been playing BLOODWYCH with my brother and we have now moved onto DATA DISK 1 and are in search of some sort of chromatic key. If you too have played this far and think you may be able to help, here are a few more details: We have picked up the yellow Chaos crystal and reached the relevant tower. We are in the area where there are rooms with green pads which teleport you to other similar rooms, and we're sure we have been everywhere possible but can't find anything else to do. Please help us."
Jalil Purtow, Herts

Q "On the original POLICE QUEST I am having major problems getting the man violent at Wino Willy's. How do you do it?"
Chris Stapleton, Cheshire

Q "I know it's an old game but can anyone please help me get past level three of ROGUE TROOPER?"
John, Newcastle-upon-Tyne

A To sort out your kindling problems, once inside the cave turn on the lighter and move it along the top side of the screen to find a birdnest. That'll do nicely, so get it down with the golf club. And don't worry about the crystals and Annie – you'll be getting to see them within, oooh, ten steps of getting your fire going.

HARLEQUIN

Q "I've got a problem with this, Gremlin's excellent platformer. Inside the clocktower, about three percent into the game, there are two exits, both which lead to some kind of desert level which has no exits. Huh?"
Chathien Brunges, Belgium

A Providing the 'desert' level to which you are alluding is The Dream Mile then there is a way out. From the first pyramid you come to, slide down and climb up the next pyramid. Get onto the left platform and, accounting for the wind, negotiate your way along to the switch, head right and continue along the middle level of the pyramid until you reach the Lost Temple of Hur-Ho-Hi.

Enter, trampoline your way up to pull the second switch, exit, head left past the hourglasses and exit up and through the door. This will get you back inside the clock tower, and from here you want to get back outside. So you'll be wanting to crawl left along the tunnel, flick the switch, use the trampoline and pendulums to reach the switch at the top of the level, and jump right through where there was previously a wall.

Climb up the outside of the tower, swing onto the clock hand and grab the kite, leaving you at least another ninety percent of the game to explore. And feel free to write in again if you get stuck.

INDIANA JONES AND THE LAST CRUSADE

Q "I'm stuck on the part of the game where you have to chose which slab to break down."
Martyn Squires, Portsmouth

A At the stained glass window, take a shufty at your Grail Diary, noting the picture and statement. Now search for the metal post and for the stained glass window which matches the one in the diary. Note the pillar corresponding to the one in the diary, and use the post to open the slab as shown by the inscription.

Q "I'm stuck in the catacombs..."
John Anderson, London

A Say no more. Fill the bottle with water at the pool and use it on the torch. Take the hook from the pirate's arm, pull the torch and follow the new passage to the dripping ceiling. Read the inscriptions across the bridge, cross back, pull the wooden plug and whip the plug out of the ceiling.

Go back up to where you filled the bottle and the pool will have been emptied. Search for the room with the three pictures (consulting the diary in order to move them into the correct configuration), but before you go through the door head back the way you came to the room with the machine and use it to lower the drawbridge.

Cross the bridge and go through the tomb to the room of skulls. The highest note in the diary corresponds to the skull with the highest tone – play the tune on the skulls to enter the Knight's Tomb. Take a peek inside the Knight's casket, walk to the grate, pull the old rusty lock and exit the sewers through the man hole cover.

LURE OF THE TEMPTRESS

Q "I'm at the village, but haven't got a clue what to do. I have a lockpick to get in to Taidgh's house. I can then get Ratpouch to open Taidgh's door, have a look around, spy the apparatus, try to pick it up but can't and get killed by a Skorl."
Anon

A Find the oil burner in Taidgh's house and use the tinderbox to light it. Find the tap, pour the potion into your empty flask, drink the potion and you'll turn into Selena, free to leave the house and command the guards at the town hall to let Goewin go free and you get on with the rest of the game.

Q "And I can't even get out of the jail."
Chris Cox, Dorset

A What, right at the beginning of the game you mean? Even I know the answer to that – use the torch and it will fall onto your straw bed and set the place on fire. Stand by the door, and when the Skorl guard comes in to investigate, walk out through the open door and lock him in.

CYBERPUNKS

Q "Do you have any cheats?"
Steven Hyde, Nottingham

A Yep. Press R, G, B, FIRE and the left mouse button all at the same time and the screen should flash, enabling the following:

F1 to F5 – to select a mission
1 to 4 – to select a deck
A – to activate Auto Sentry
S – to activate Party Shield
D – to activate Droid unit
and '**Z**, **X**, and **C** to test the weapons.

And I've also got some level codes, seeing as you are asking. The things I do for you lot.
Level two – 471174
Level three – 159361
Level four – 066990
Level five – 135642
End sequence – 297797

Well, I don't know who is the most glad that we've reached the end of another Resort – you or me – but at least we've both got four weeks off until the next one. And in preparation for that, you think of a question or answer and send it to:
The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.
And I'll cower under the table.

AMIGA POWER BACK ISSUES

KNOWLEDGE IS POWER. So any deficiencies in your understanding of Amiga games are effectively weaknesses in your struggle against life's continual onslaught. We therefore recommend you assemble a large collection of AMIGA POWER back issues.

ONLY £4 EACH!

BACK ISSUE OF THE MONTH

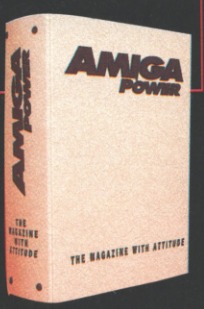
AP33 – JANUARY 1994

Three disks! A commonplace occurence in these times of plenty, but back in the lean days of January 1994, three (3!) disks stuffed with six *(6!)* games and demos was almost too much to bear. But that's not all AP33 has to recommend it. There are heaps of great reviews, including *Mortal Kombat*, *Zool 2*, *Stardust* and that super *Cosmic Spacehead* one. Further delving reveals lots of 1993 retrospective-type stuff, an advert for (sniff) Sega Zone, Jonathan's name spelt wrong in huge letters, a picture of Lisa Kellett with Alfred Chicken, and a guide to writing in to AMIGA POWER. Even the cover's nice. AMIGA POWER issue 33 – almost too good to be true.

THE TOP 5 AMIGA POWERS

As voted for by the readers of AP.

1) Issue 32
2) Issue 37
3) Issue 28
4) Issue 33
5) Issue 30



ALSO LOOK OUT FOR...

AP44 – We're proud of this one. Still looks good a month on.
AP34 – Great *Cool Spot* cover, guaranteed to enliven any collection.
AP38 – Another top cover, and a censorship feature.
AP19 – *Lemmings 2* inside and out.
AP42 – Three disks! *Super Stardust*! Games vs Reality feature! And many other items of interest to Amiga games players.

SPECIAL OFFER!

Buy three AMIGA POWER back issues and get a free AP binder worth £5!

AND THE REST: APs 3, 4, 5, 6, 7, 8, 10, 12, 13, 14, 15, 16, 17, 20, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 35, 36, 37, 39, 40, 41 and 43 are all still available.

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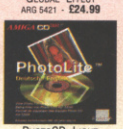
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BUDGETS

A particularly fine selection of budget releases has enlivened the AMIGA POWER office this month. Possibly one of the best compilations ever is reviewed in these pages, and we start with a truly great game.

DUNE 2
THE BATTLE FOR ARRAKIS

Runs on: A500, A600, A1200
Publisher: Hit Squad
Price: £15
Release: Out now

I was only something like 12 or 13 when Dune (the film) came out originally. I went to see it. I don't know why. Still, strangely enough I enjoyed it, and I even thought Sting was quite cool in it. C'mon, I was only 12. Anyway, remembering bits of it fondly I was very impressed with the original and quite excellent *Dune* sci-fi adventure game, but I was even more blown away with the in-yer-face battle/strategy action *Dune 2: The Battle for Arakkis*.

And even though I was more than willing to give the game a go because I knew and quite liked the storyline, you don't need to know everything, or indeed anything about *Dune,* to enjoy this game – a sign of a classy game, if there ever was one. As with all great strategy games, you start off slowly with very little to do (mining for spice), but as you progress the game introduces little extras that might not seem important at the time, but come in to their own later on in the game. And thankfully they don't overpower the gameplay to the extent that you get horribly confused.

The basis of the game is, of course, very simple. Choose one of the three houses to represent (Atreides, Harkonnen or Ortis) and then work through each level of the game. You complete a level by mining enough spice. You mine spice by building, manning and arming a refinery. And while all this is going on you've got the other two house trying to do the same thing, at the same time. In the same place.

Get really into the game and it gets tough, but thanks to the brilliant learning curve, you will have developed your own strategy and tactics for dealing with all sorts of possibilities, and if they don't work, you'll have to start all over again.

The graphics are ace, the sound is all moody and off-worldy and there's some great speech as well. But it's the all-consuming, sleep-depriving gameplay that is the real gem of this game. You owe it to yourself to buy this. And I really mean that.

● *PAUL MELLERICK*

THE BOTTOM LINE

A professional all-round product with a neat angle on the classics strategy game. Combining *Sim City*-like touches with all out action. And it works.

90 PERCENT

BEAU JOLLY COMPILATION
CANNON FODDER, THE SETTLERS, CHAOS ENGINE & T2 THE ARCADE GAME

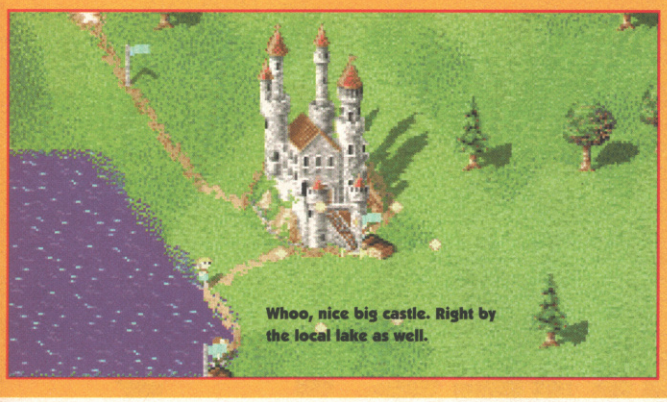
Runs on: A500, A600, A1200
Publisher: Beau Jolly
Price: £35
Release: Out now

So, where do I start? Well, as it's a compilation here's a quick run down on how these games originally scored when they appeared in AP: *Cannon Fodder* – AP32 94%, *The Settlers* – AP32 88%, *Chaos Engine* – AP22 89% and *T2 The Arcade Game* – AP33 57%. Okay, so apart from *T2* (which isn't that bad, but isn't great either), you've got a great little set of games at a good price. And the best thing about the set is the difference in gameplay.

Okay, so basically *Cannon Fodder* and *Chaos Engine* could both be termed as overhead shooty type things, although only a cretin of the highest order would imagine them to be in any other way similar. And *T2* is an *Operation Wolf* style shoot-'em-up and no mistake. However, *The Settlers* is (quick office poll...) a 'god' game. So the variety on offer here is truly excellent.

If you've only got one of the three good games on this compilation, then common sense will tell you that it's a great buy. If you've got two of them and you're a big Terminator fan (assuming that you read Stuart's review in the ever popular and still available AP33 and avoided *T2* like the plague, natch) you still might get some value out of it – but I'm not so sure. And if you've got the three good games anyway don't even think about it. Now is it me or does every games compilation have at least one crap game?

● *PAUL MELLERICK*


Whoo, nice big castle. Right by the local lake as well.

The ever-gorgeous, ever-sexy and ultra-violent, *Cannon Fodder*. We love it.

THE BOTTOM LINE
Three great, classic and good quality games and one so-so shoot-'em-up. You know it makes sense (as long as you don't already own more than two of the good ones).

83 PERCENT

BUBBA 'N' STIX

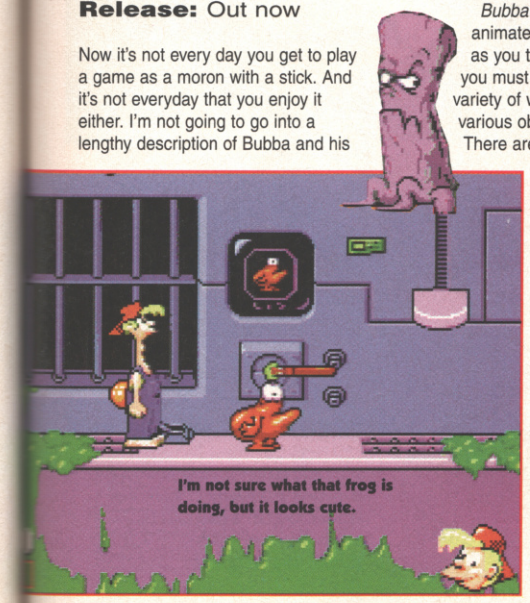
Runs on: A500, A600, A1200
Publisher: Core
Price: £10
Release: Out now

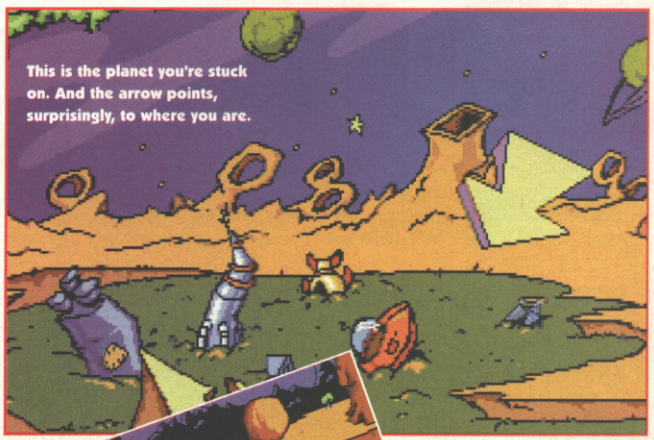
Now it's not every day you get to play a game as a moron with a stick. And it's not everyday that you enjoy it either. I'm not going to go into a lengthy description of Bubba and his stick, or the reasoning behind the game. I'll just tell you that it's an arcade platform puzzler with the gaming leaning heavily towards the puzzle element.

Bubba 'n' Stix is a wonderfully animated cartoony affair in which, as you travel from level to level, you must use your pal, the stick, in a variety of ways to overcome the various obstacles in front of you. There are of course millions of little creatures and things that can be despatched with a simple thwack of your stick but it's definitely more of a thinkers game.

The graphics and animation are fabulous and provide a real comical edge to the plot and the action, and all the humourous touches are amazing because they are genuinely funny. There's only five levels to the game, which is a serious downer, but while you play it you'll have lots of fun. And that's really the most important thing isn't it?

● *PAUL MELLERICK*


I'm not sure what that frog is doing, but it looks cute.


This is the planet you're stuck on. And the arrow points, surprisingly, to where you are.

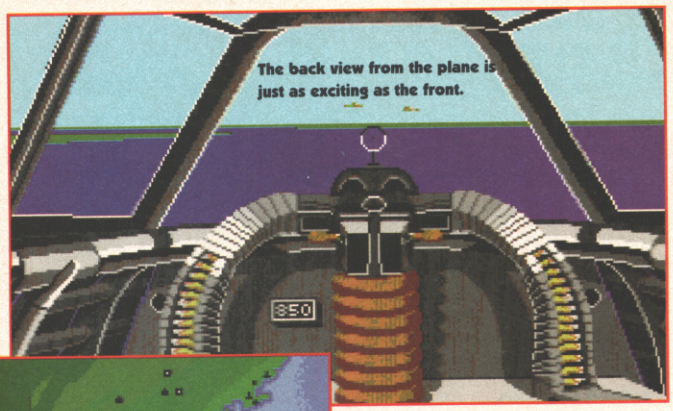
Leap before you look. It's more fun.

THE BOTTOM LINE
A cracking budget title, because it's still a great game, and even with only five levels, you're getting good value for money.

85 PERCENT

100

THEIR FINEST HOUR + MISSIONS



Runs on: A500, A600, A1200
Publisher: Kixx
Price: £17 (Missions £11)
Release: Out now

Another month of the year known as 1994 rolls by (and it's almost over now, you know) and as is now almost customary, we find our 'Budget Bin' (as we lovingly refer to it as) has one of those things in it. You know, those 'orrible techie flight sim whatsits. And not only that but you can also get the mission disk (with... well, with lots of missions on it) and all for only £11.

Nice flight sim, this one. A couple of good points – it's set in the first world war so there's lots of nostalgia to be had and loads of wartime planes to fly. There's even a mission editor type thingy so you can make up your own scenarios (and very useful it is too).

The mission disk has 23 tough mission for experts or people who couldn't be bothered to make up their own missions with the original program.

There are a couple of bad points though – the game's looking very old now (it's almost four years since it first came out) and although I'm no expert at flying these simulations, it seemed very hard to get into and difficult to control. With a real selection of top-class budget flight sims (especially last months user-friendly *F117A*) out there, you'd most probably be a fool to buy this. Well, you did ask.

● *PAUL MELLERICK*

THE BOTTOM LINE
The mission editor is a top idea and a few years ago this was a good game, but time has ravaged this poor soul and it's no longer the beast it used to be.

63 PERCENT

THE BOTTOM LINE
MISSIONS
If you've got the original (and you can't design levels using the in-game level editor) this will prove a bit of a bargain. Otherwise you shouldn't bother.

60 PERCENT

POLICE QUEST 3

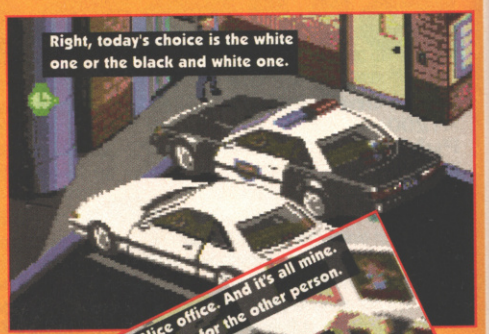
Runs on: A500, A600, A1200
Publisher: Kixx
Price: £17
Release: Out now

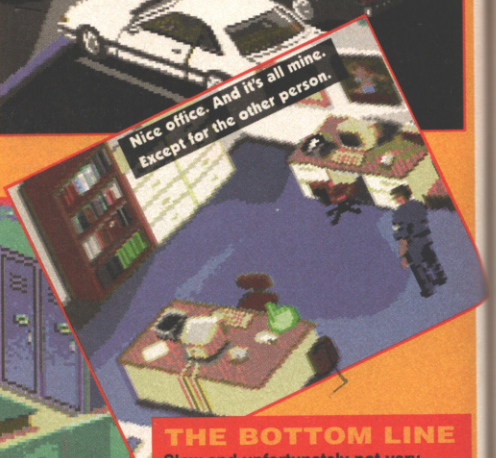
Apparently police work is something like 95% boredom (paperwork, doughnuts and watching episodes of Starsky and Hutch) and 5% excitement (driving around without a care in the world and not stopping at red lights). Now, if *Police Quest 3* is an attempt to let you experience this ahem, boring world, then it succeeds. In fact it succeeds very well indeed. You are Sonny Bonds – all round great cop and fab bloke.

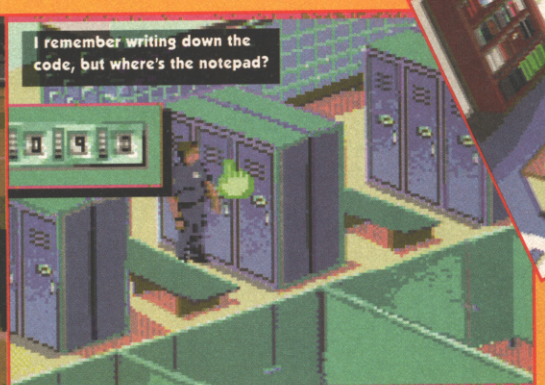
But a policeman's work is never done *(*insert your own politically correct joke here. – Libel Ed)* and so Sonny has a case to solve. Of course at the start of the game you don't know what it is, or what you've got to do, that's the supposedly fun part of the playing the game. It's the usual point-and-click game you'd expect from Sierra, with the exception of some nice cutaway sections when you walk into rooms and a boring driving bit to get from scene to scene which I couldn't control properly and so kept crashing. There's plenty of wandering around, plenty of paperwork to do and as such plenty of boredom involved.

The game is very slow, there's not an awful lot to do (and what there is is boring) and after playing even for just half an hour you get really tired. Now I know why cops drink coffee and eat doughnuts all the time – they need the energy!

● *PAUL MELLERICK*







THE BOTTOM LINE
Slow and unfortunately not very engaging but nicely atmospheric in a dull police work-isn't-very-glamourous type way.

51 PERCENT

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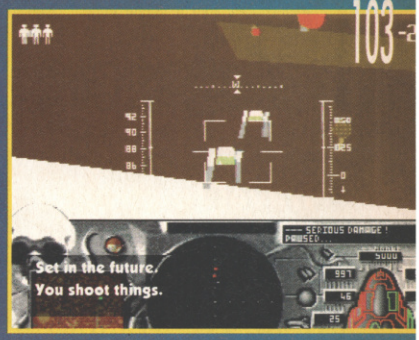
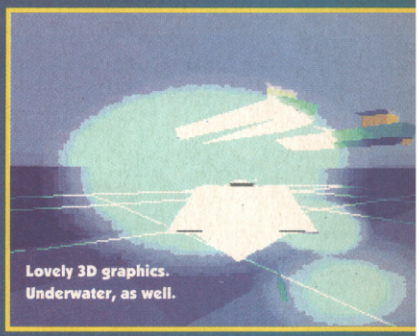


Set in the future. You shoot things.


Lovely 3D graphics. Underwater, as well.

So just what can you expect to be playing on your CD32 in 1995? A very good question. So good in fact, we decided to ask around a bit.

Trample over the 'scenery' in *Fields of Glory*.

So that chap on the floor could presumably be termed legless. Aha ha ha.

Normally you'd expect to find Hi-Ho Silver lining brimming with reviews of Amiga games that now find themselves transfered onto CD. But this month, because it's Christmas (and also because, er, no Amiga games seem to have been transfered onto CD recently) we thought we'd do things slightly differently, and bring you a sort of special CD32 preview of 1995.

This month, for example, we were fully expecting to be able to bring you a review of *Speedball 2*, but it wasn't finished in time. It should be excellent, though, what with *Speedball 2* being officially the 3rd best Amiga game of all time.

Also due at any minute now from Team 17 is the enhanced version of *Tower Assault* (with its amazing intro sequence and extra special sound effects). From Alternative there's the *Doom*-type adventure called *Death Mask*, and from Microprose a CD32 version of *Fields of Glory* as well.

Those should all be in the shops before Christmas. But what of the new year? Of 1995? Should you, indeed, be asking Father Christmas for a CD32? Or does the first ever review-free Hi-Ho Silver Lining herald the begining of the end for our grey-plastic-clad pal?

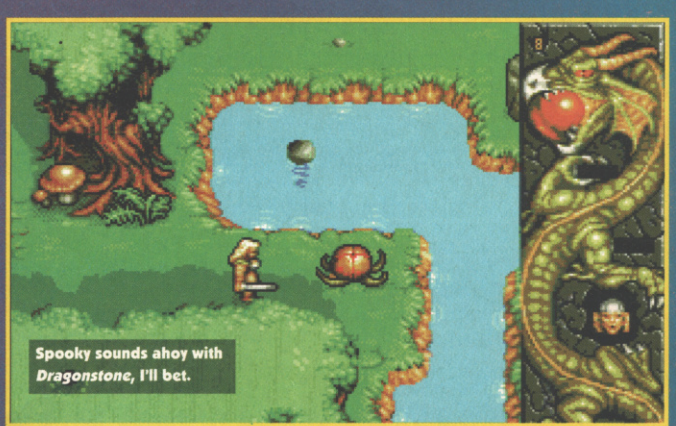
Fortunately not. The information-gathering capability of AMIGA POWER has uncovered an extensive list of CD32 releases scheduled for next year, which we reproduce for you here in its entirety. It unfolds thus:

All-Terrain Racing – Team 17
The Clue – Kompart
Dragonstone – Core
Embryo – Kompart
Evasive Action – Mindscape
First Encounters – Gametek
Football Glory – Kompart
King Of Thieves – Team 17
King Pin – Team 17
Pussies Galore – Team 17
Skeleton Krew – Core
Subwar 2050 – Microprose
Super Skidmarks – Acid Software
Theme Park – Mindscape
Witchwood – Team 17
World Cup Golf – US Gold
Worms – Team 17

With top titles like these on the way, it looks like the CD32 is going to have a great start to 1995. And developers tell us they have plenty more 'secret' projects in the pipeline. So next month's Hi-Ho will surely be brimming with reviews. Join us then.

● *PAUL MELLERICK*

Looks a bit on the good side this, doesn't it?


Spooky sounds ahoy with *Dragonstone*, I'll bet.

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The CD32 is a tremendous piece of hardware, but its joypad is AN IMPLEMENT OF THE CLOVEN-HOOFED ONE. For a start, there's only one of them, so two-player games are ruled out.

And also, the black directional pad is all wobbly. So in this month's Christmas Present Guide we recommend the Competition Pro pad from Power Play. As well as much more precise control, it also gives you rapid fire on all six buttons. And, as it's specifically designed for the CD32, it also works just fine with Amigas of all varieties – especially if you're playing a game specially designed to use the extra buttons like, say, *Bubble and Squeak*. And conveniently, we've secured 20 Competition Pro joypads, and 20 copies of *Bubble and Squeak*, and we're going to give them to 20 of you, our readers.

SHARE THE JOKE

In return, we'd like you to make up a joke about joypads. For example: What's the difference between a joypad and a dictionary? (We don't know, obviously – it's up to you to devise a punchline.) Or: I say, I say, I say. What did the big joypad say to the little joypad? Or: These three joypads went into a pub and... That sort of thing. The twenty that make us laugh the most win the prizes. And we don't tend to find smutty jokes terribly funny.

Write your joke on the back of a postcard and send it to:

How many joypads does it take to change a lightbulb? Competition,
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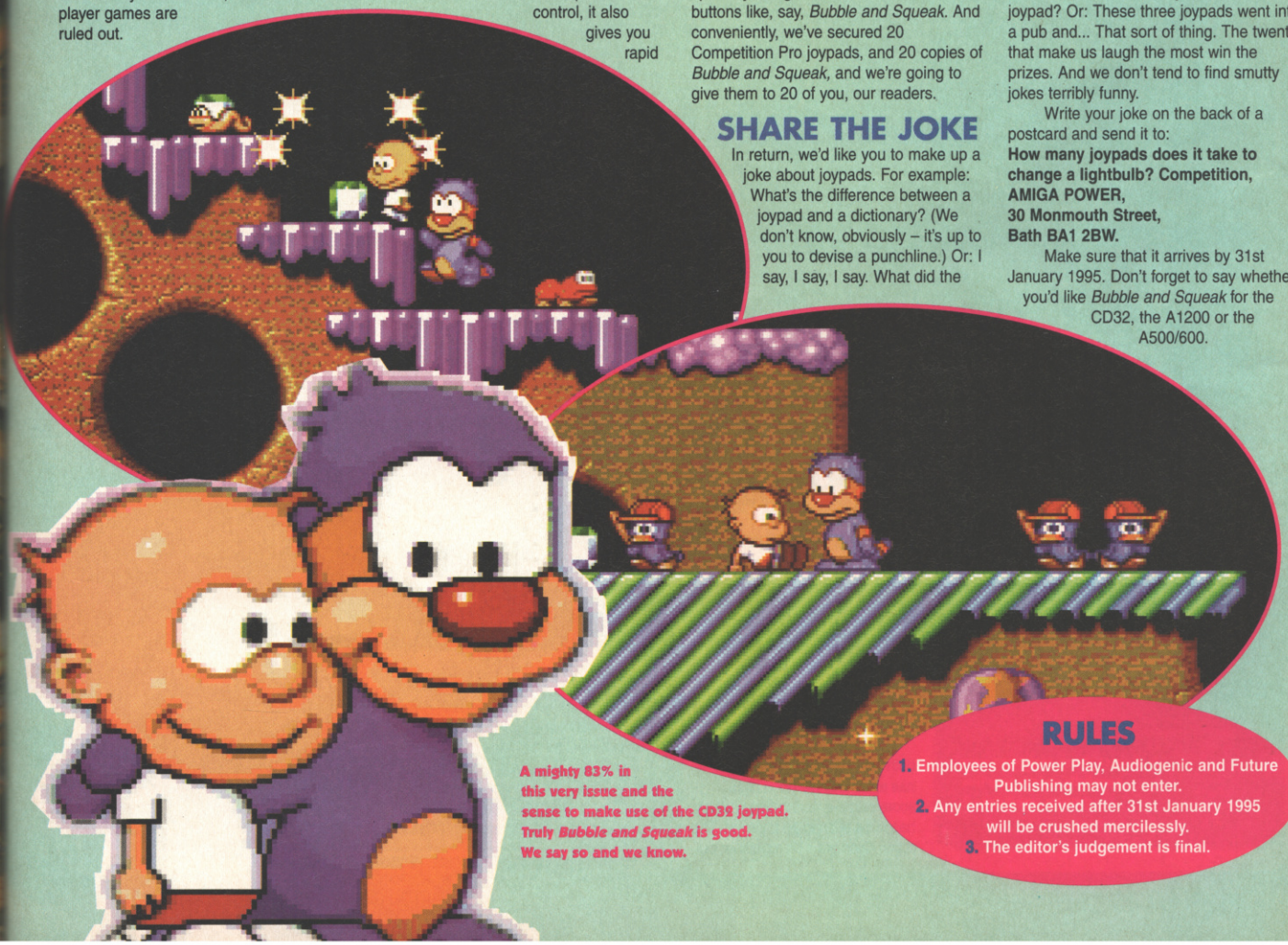
Make sure that it arrives by 31st January 1995. Don't forget to say whether you'd like *Bubble and Squeak* for the CD32, the A1200 or the A500/600.



A mighty 83% in this very issue and the sense to make use of the CD32 joypad. Truly *Bubble and Squeak* is good. We say so and we know.

RULES

1. Employees of Power Play, Audiogenic and Future Publishing may not enter.
2. Any entries received after 31st January 1995 will be crushed mercilessly.
3. The editor's judgement is final.

PD

Paul knows and loves a good PD game when he sees it and doesn't, for example, run screaming from the room when another pile of thirty disks arrives from one of the six PD companies who supply us, and have to be tracked down with nets and handguns. No.

TMA

17-Bit

Ever played a game and got fed up with starting at the same position all the time? And hate the fact that the power-ups and baddies appear at the same time in the same place every time you have a go? If you have, then you're not alone. But here's a game trying to remedy the situation (or so it says here).

TMA is a flip-screen, multi-directional, maze-based shoot-'em-up in which you simply have to shoot everything. Fly around, pick up passes (to allow you to go through force fields), shoot things and generally have a bit of a laugh. And the twist is that each time you play it, you'll start at a different point somewhere on the level and the power-ups and things will be in different places. Nice idea. Awful game.

The response of the ship is a bit off, making mistakes easy (usually resulting in an explosion and a loss of a life), and the graphics are boring – just a black background with a dodgy wall surrounding the playing area. Perseverance might bring out a bit more of the game as you learn how to get over the problems, but you certainly won't enjoy it.

VERDICT: Bland, boring and not much fun really. ★

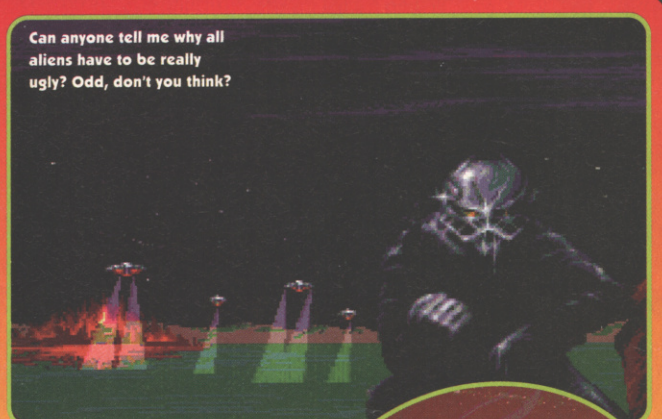
MISSILES OVER XERION

Exclusive PD

Ace game, this. Well, maybe not ace, but it's really really well done and very nicely programmed. While not the most original idea ever – it's basically a super powered-up *Missile Command* clone – it gives you some very interesting weapons and lots of options to alter. It's also a bit on the difficult side, because unless you power-up properly with, say, increased shot power and a couple of bombs, you could have a real problem trying to get through even the first level.

There's a lovely Star Wars-type intro sequence to set the scene, and you can choose between joystick or mouse to control the in-game action. There's even a trainer mode that allows you to alter all sorts of things in-game to make it easier, at the expense of entering your name on the high score table.

The graphics and sound are both great, and the game even has an amazingly good high-score-name-entering-thingy which has to be seen to be believed. The action does get a bit repetitive, but, hey, even the original *Missile Command* suffered from that. You'll enjoy this, although I doubt you'll be playing it much in a few months' time.



VERDICT: Very polished with some clever ideas. It does get a bit dull after you've played it more than 20 times, though. ★★★

THE UNUSUAL CASE OF DR STRANGE

17-Bit

Now where have I seen this before? I dunno. My memory just isn't what it used to be. But I'm sure I've played this loads of times years ago. Let me explain and maybe you can remember for me. You play Dr Strange (top bloke by all accounts), and for some unexplained reason you're in a dark, dingy, blob-infested castle. Obviously you want to get out, and to do that you've got to clear the level of blobby things.

Climb ladders, run around platforms, and at various points create holes in the platforms by hacking at them with your pick axe (apparently it's what all upwardly-mobile doctors are carrying with them these days). When the blobs get trapped in the holes you've made, hack at them until they fall and watch them disappear in a splurge of green stuff. *(It's clearly Panic, then. – Ed)*

Don't laugh though, because a couple of levels in the number of blobs increases dramatically, and things can get very tricky indeed. The graphics are small but nicely drawn, and although the whole thing is very simplistic, it's quite good fun when you get into it. It's also quite tricky, and although I'm not sure how many levels it has altogether, something like a password system would have been a godsend to avoid the samey first few levels.

Still, you can't have everything, and the lack of a password doesn't take too much away from a decent bit of platform fun.

VERDICT: Initially it's good fun, but it's a bit simplistic and gets samey very quickly indeed. ★★½

17-Bit

Flaming control system, more like. Yep, it's time for a PD overhead racing game that, if it was easier to play, would be be lots more fun and might even be worth seeking out.

As it is, the cars slip around too much, the same computer opponent always wins the race, gets all the points and then gets all the best upgrades in the shop, meaning you can't catch him, and the whole thing just falls apart very quickly indeed. Although the game is very nicely presented and some of the track designs are quite clever, the gameplay is just too frustrating to make it enjoyable.

VERDICT: Badly flawed in the area where it counts – gameplay. ★

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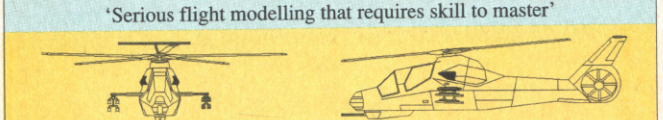

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DO THE write thing

Every day, in every way, we're all getting a little bit wiser. That's why these pages of our beloved magazine are yours as well. They serve the function of a forum, a place where the wise may meet and exchange thoughts and ideals. How nice.

● Address your letters to: Do The Write Thing, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Or 'netsurf' us at: ampower@futurenet.co.uk.

"FLUFFY IN THE EXILE"

Dear Sirs,
I realise that this may not be the first entry to your competition in issue three of AMIGA POWER, but hey! What the hell...
(Yes. What the hell? – Ed)

I have just rescued Fluffy in the *Exile* demo from AP3's coverdisk, and only taken three years to do it. I got the code 96 on the clock panel, so perhaps you could consider a prize, maybe for the latest entrant to a compo.
Yours hopefully, Ben Willets, Weybridge.

No. Fool.

"AP INTO A TIGHT SPOT"

Dear AP,
Does everybody who writes in to AP have to complain about something or other? I've been brought close to suicide by the amount of complaints I'm forced to read every month.

Just what is it with you readers? Are you so lonely that you have to search everything you read in case there might be some little error in it, so you can get a kick out of putting the nice AP people into a tight spot?

Take, for example, Brenda Thomson in AP43, complaining about the accident involving printing two pages of Total magazine. But what the bloody hell were you doing reading Total in the first place, as you said you do in your letter? Is it just so you can write in to them and complain to them too?

If you're so intent on spotting little things, how come you didn't notice the comment on the contents page in the next issue pointing out that "AP is published in Britain, as is Total"? Or are you so stupid to think that it was some sort of cheap advertising ploy?

This is just one of many letters I could have chosen. Listen people, this isn't Your Sinclair, there aren't any trainspotters awards. If you want to complain, *("Rugger" – Ed)* off to *("Michael Jackson" – Ed)* with your letters and annoy their reader. Just not us, all right?
Yours, oh dear, I seem to have forgotten to write anything sad herely,
Brett Davids, Loughborough
PS This is not a complaint. Obviously.

What accident involving two pages of Total magazine?

"CAT I'D BE THOROUGHLY"

Well Hello There!
In true Team 4 1/2 tradition I, Hair, am sending you this postcard from luvverly France. If it wasn't for the excellent AP43 and the equally awesome Calvin and Hobbes 'Homicidal Psycho Jungle Cat' I'd be thoroughly bored – just thought you'd like to know.
Luv, Team 4 1/2, Roscoff
PS Blimey!

Jonathan Nash says: Calvin and Hobbes are the thrice-blessed progeny of the Lord.

"KNIGHTHOODS AREN'T PROMOTIONAL FREEBIES"

Hi there.
My name is Beatrix and I'm the queen of the Netherlands. All right, get off your knees, we don't do that any more. I'm actually writing because I want to propose a knighthood for Peter Molyneux. As of this day, he will be known as Sir Peter. I'm giving the honour to him because of his past achievements and for all the great games he will give us in the future. I know he's got a great team behind him, but knighthoods aren't promotional freebies, so they'll have to walk in his glory. By the way, how is Sir Geoff doing? I haven't heard about him for ages. Since he finished his masterpiece *F1GP*, I haven't had the privilege to see him sitting at his round table.

Well, that's it really. If the Sensible boys produce another winner with their upcoming *Sensible Golf*, tell them to pop round my house in the Hague as I've got a knighthood for them.

SYMPATHY winner

"PUTTING THE LIGHT ON DOESN'T HELP"

Dear AP,
Being awful poor, I do not often buy computer mags these days. But when I do, it's usually you that I go for. Some folks who see me leafing through AP at the newsagents might wonder why a 52-year-old lady would want to bother with a publication the cover of which frequently suggests a target readership of 12-year-olds. Well, it's because I like your quirky sense of humour, although I could do without the toilet-orientated expletives. I think the mag is packed with useful and interesting articles and that most of what you have to say on anything is well written, lively and really quite grown up (grans are allowed to be patronising). Most importantly for us wot ain't got spare pennies, I find your assessments on new games to be fair and trustworthy, and the Bottom Line to be a most helpful guide, especially for people like me who aren't very well 'up' on games and don't know how a particular title might turn out.

However, wouldn't you know it, I do have one small niggle. My peepers aren't what they used to be, and even with my very best specs on I can't make out the smallest writing when you put a dark background behind it. Putting the light on doesn't help, it just makes the page shiny. Very frustrating.

I know you have to cater for the all-about, bright and shiny youngsters with A1 eyesight who make up the bulk of your readership, but until someone brings out a large print version of AP (I won't hold my breath) you are all we've got.
Luv Pat Reeve, Petersfield

HELLO DEARIE. IT'S AMIGA POWER HERE. AMIGA POWER. YOU REMEMBER – YOU WROTE US A NICE LETTER? THAT'S RIGHT. HOPE YOU ARE WELL, AND WRAPPING UP WARM IN THIS BITTER WEATHER. DO YOU REMEMBER WHEN THIS MAGAZINE WAS ALL FIELDS?
(We're joking, of course.)

DO THE write thing

Tell Jon to ask for Trix.
Bye, Beatrix van Oranje Nassau, Holland

It is clearly beyond the powers of the monarch of the Netherlands to bestow such an honour upon a British subject. So we shall do it. Arise, Baron Molyneux, Earl of Peter. And may God bless all who sail in you.

"PLEEKERS! TRULY EXCELLENT"

Dear All AMIGA POWERons,
Ooh, you're a right bunch, aren't you? Excellent reviews, excellent humour, excellent magazine. Pleekers! Truly excellent.

You know, they say that people only buy other computer mags when AP has sold out. Yes, really. I love the whole AP way of life, the quality of the ink's smell when you first open up those excellent pages. Oh truly excellent.

"Mum, I said I wanted cereal. Not toast! And I'll be down in a minute!" She always does this to embarrass me. I look in the mirror and envision myself as an AP magazine. No custard-spot-head-ridden teenager... a truly excellent magazine. AMIGA POWER, AMIGA POWER... oh yes, AMIGA POWER. Truly excellent. The archetype computer maggie. Excellent. Bye..
Haddled Hot Dog Sausage, Stevenage

Caramba.

"MARX WOULD PROBABLY HAVE KITTENS"

Dear Sir/Madam,
What do you have against poor games producers trying to earn an honest buck? I am of course referring to the pasting you gave Electronic Arts over their scattering of adverts hither and thither when you reviewed *FIFA International Soccer*. Although I accept EA is hardly what you'd call a poor company, they have every right to get advertisers in on the act, and why not? *(Because there's absolutely no benefit to the consumer. – Ed)* I mean, under what other circumstances are Panasonic and Adidas going to invest in the Amiga, however indirectly? As long as these companies put money in games producers' pockets, the producers will continue to have the incentive to make Amiga games. Although it may not bring the price of DPaint down, at least there WILL be a DPaint for you to buy. *(Nonsense. The only "incentive" to make another Amiga game is if the previous one sold lots of copies. Even if it were true that the advertisers funded the game – which they didn't – it would still depend on the number of games sold. Big companies aren't going to put money into a game unless their adverts reach as wide an audience as possible. That's the point of ads. – Ed)*

No, I don't work for Panasonic, Adidas, EA or the Board of Trade and Industry. I'm just your average Amiga punter who can't wait to get his sticky paws on his wage packet each month so he can rush down to the shops and get the latest helping of games. *Monkey Island 2* for less than £17? So this is heaven, is it? If anything, the presence of advertising enhances the presentation of the game by giving it added realism. For example, how many European football matches have you seen which just have the phrase 'European Champions by Ocean' plastered on every billboard? And when you look at it you remember you're back in reality playing a computer game. *(So why not go to the park and play football if 'realism' is all you're worried about? – Ed)*

So no, we probably don't get cheaper games. *(There's no "probably" about it. FIFA still costs £30 with all the ads. – Ed)* It's very doubtful we get cheaper football boots. And the chances of us getting cheaper VCRs are minuscule. But at the end of the day it's the Amiga that wins and although Karl Marx would probably have kittens, I certainly won't lose any sleep over it.
Yours sincerely
Russell Lawson, Mid Glamorgan

Computer game 'product placement' is a dreadful thing that benefits the people that matter – you, the players – not one bit. Can you honestly say that the atmosphere of FIFA *is improved by having an enormous sign saying "All Out Attack Sponsored by Adidas Predator" on the tactics screen? Or that* Zool *is a better game because of the lollipop ads swathing the landscape? Or that* Snapperazzi *is any good at all? The insidious thing about all this is that you can't escape the ads. You're a captive audience. If companies want ads in their games, why not have an extra disk full of attractively-animated commercials? Then you could throw it straight in the bin and be done with it. For example.*

"TIGERS PLAYING BASKETBALL ARE COMMONPLACE"

Dear Large horse-like creature that lives in the forests of AP,

Don't you just hate the Banana Bubbles commercial? You know (nnnnghhhh!) the cereal that thinks it's a milkshake. I mean, how can a cereal think? It has no brains, no cranial capacity, how stupid is that? Sticking with commercials, if an alien had to summarise what British people were like from adverts, they'd make the following assumptions:
1. We are all mad.
2. 90% of us are Cockneys.
3. And the rest are Scousers.
4. Animated tigers playing basketball are commonplace.
5. We worship the great god Mr Sound Engineer, who dubs our voices.

See what I mean? Advertising is a neo-fascist invention designed to mislead poor defenceless aliens, to keep them away from Britain and perhaps the rest of the world too. I enclose a hacked up phone card for you to use as you wish, and as I always like to say at this point.... "That's right, Tony!"
Yours Pulpfictionly
Donkey Jacket, Lichfield

That's much better.

"GO ON, UNLEASH ME"

Dear AMIGA POWER,
I was stunned when I read the New High Score feature in AP43. I didn't know that my beloved AP buddies had to endure such nastiness from evil softies. Please, please give me the name of the company in question, and forthwith I shall rampage through their offices with my diamond-edged turbo *Yo! Joe!* chainsaw, dishing out slow, bloody, meaningful death. I will not stop until they are all but chunky lumps of meat quivering delicately in their own juices. Go on, unleash me, ha ha ha ha, nnghhh, ha ha....
Gerbil lover

We couldn't possibly sink to the foul depths of revealing the company whose representative phoned us up to abuse us over giving poor games low marks, and to wish us (and the Amiga) dead within a year. But, hey, don't let us stop you writing in with your guesses.

"THE OCCASIONAL CRAP GAME"

Dear AMIGA POWER,
It is of concern to note your frank exchange of views with a "major software house". (I suspect not too far removed from a certain Liverpool publisher whose most famous creations shout "Let's go!" at the start of every level). *(Wrong. – Ed)* The Amiga needs all the friends it can get, especially if the hardware production ceases. I would rather put up with the ➤

AMIGA POWER compo winners

AP41 INVITE ETERNAL HUMILIATION

When we set you the challenge of sending us your worst ever CD in exchange for a spangly new CD drive for your A1200, we didn't realise what a Pandora's box of aural horrors we were opening. We've been stunned by the amount of tat that clutters your CD collections, and the enthusiastic way in which you sent them to us. We were swamped, and seeing as Team 17 only had six prizes to give away, had to clear the field.

Firstly, we sent back any CD that came with a SAE on the grounds that if you wanted them back, they couldn't be bad enough. Then we rifled through the entries that we liked, snatching up gems like Dexy's Midnight Runners, Alice in Chains and Space Themes for our own personal collections. Finally, we binned all *Lemmings, Street Fighter 2* and *Sonic* songs along with Heart, Brother Beyond and Corky and the Juice Pigs on the grounds that we might think they're crap, but it boils down to personal preference. With prizes from Team 17 for the first 6 and AMIGA POWER T-shirts for the last four, this left us with the ten most offensive CDs – IN ALL OF HISTORY!!!

1. **Celia Lipton's Timeless Magic Moments**
Marks & Spencers Trounce from Penarth sent in 13 tracks of a warbling middle aged American housewife on Diazepan.

2. **Hooked on Number Ones**
Mellow Bunyan from Luton tortured us with 100 crappy cover version segments of weak, MOR pop songs.

3. **Dingetje: Kaplaarzen (De Rubberen Laarzen)**
Remco Lamboo from Holland sent in this Dutch techno rave song about wellies, and yes, it really is as bad as it sounds.

4. **Daniel O'Donnell: Singing the Blues**
Incata Crichton from Bradford sent it, and it's BAD.

5. **Radio Werewolf: Love Conquers All**
Steve Cooke from Birmingham sent in this appaling American Goth LP.

6. **Just D: Rock 'n' Roll**
Gustav Ando of Gerrards Cross treating us to a double CD of Swedish (c)rap music.

7. **Rotterdam Termination Source: Poing**
Dave Parker from Rothwell sent it. It's the one that goes "poing, poing, poing..."

8. **Dance Hits of the Eighties**
From James Jordan in Brierfield, although we'd only heard High Energy before.

9. **Gezellig Hollands**
Wetblanket Drandaltzis with a massive Dutch folk compilation.

10. **Golf Sound Effects**
Ludwig Ledbury sent in a CD of, well, golfing sound effects. Unmissable.

From now until the end of time, we shall keep these CDs and play them when we've been very, very, very bad.

DO THE write thing

occasional crap game than have none at all. So maybe tone down your reviews a bit and be less personal when it comes to criticism. I've invested quite heavily in my Amiga over the last two years and while I don't particularly want to spend £1000 on a PC, there may be no choice if the software support for the Amiga is killed off. And to quote Ronny Cox in Total Recall, "You're making it happen."
Yours concernedly,
Vernon Moorhouse, Swindon

Moorhouse. That's a bit of a useless, cretinous idea, isn't it?

"GO FORTH ON THE DAYS"

Dear AP,
Oh God! It can't be happening. It can't be true. Sensible Software pulling out of the Amiga market. We Amiga owners must have sinned greatly in our former lives. The gods of programming are leaving us. We have driven them away, we have copied their games, we have stolen from our dearest friends.

I have to admit that I am one of those who has driven them away, as I own an illegal copy of *Sensible Soccer*. But we all have a chance to redeem ourselves in Sensible's eyes. We must go out and buy all Sensible games. I already have *Wizkid*, *Cannon Fodder* and *Mega-Lo-Mania*, but this is not enough. We must all go forth on the days when the next games are released, we must save or even beg on the streets so we will be able to buy *Sensible World Of Soccer*, *Cannon Fodder 2* and *Sensible Golf*. Now we must all go forth and BUY SENSIBLE!
Yours, Brother Tom Chapman of the Sensible Worshipper's Association, Manningtree

Well, we did tell you this sort of thing would happen eventually, and did you believe us? No you did not. Piracy is crime. Don't do it, or we all suffer.

"READER GOES BACK TO EARLIER PAGE"

"Oh, what a shame," I thought, as I read Diary Of A Game. "No more Sensible games on the Amiga." And why? Tch, they lose too much money because of pirated copies. Fair enough. Or is it?

(Flicking sounds as reader goes back to earlier page in mag.)

Ah yes, here we are. *Cannon Fodder 2: MIA*. "Blah, blah, blah, Jools the programmer has bought a new Porsche and driven off in it." Now am I missing something here or do these two events not quite add up? Hmm? (Assumes usual cynical expression and stops writing, as there's always an answer for these things in AP. Isn't there?)
Bill, Bromley

There is indeed. If it wasn't for piracy, Jools would have been able to buy two new Porsches. Piracy is crime. Don't do it blah etc.

"AMIGA POWER AND HOW MUCH"

To whom it may concern
Please can you help me. Could you tell me where I could buy a copy of the game *Sinister Theme Park* as featured in your November issue of AMIGA POWER, and how much it is.

I am enclosing a first class stamped addressed envelope. Thank you.
Yours truly,
Maria Rug Kilington, Harrowgate

Sinister Theme Park? *You mean the game that featured on our traditionally flippant and witty back page? The game concept that was clearly just a mish-mash of* Syndicate *and* Theme Park *and illustrated using cut and pasted pictures of the aforementioned games? Imbecile.*

"I WAS GETTING THE WALNUTS IN"

Hello Darlings!
Yes, it is, yet again, me! Your postman's probably gone on strike this month 'cos of me doubling the size of your mailbag, but I am unrepentant. (So there!)
Well, I thought I'd send you a postcard from 'sunny' France and also send you the bus ticket I promised in my last letter. Guard it carefully, you never know! It could be very valuable one day! (Or not.) Spookily enough it's from three days before my birthday. WAHAY!!

ISABELLE REES LETTER

Wow! We've just had a Mirage belting down the valley in front of my window. Cool! (Errm...) I hope you appreciate this postcard. I'm going to have to walk down into the village tomorrow to get some stamps 'COS MY FAMILY HAVE NICKED ALL OF MINE AGAIN!! Oh no, I'm not stressed.

This is such a weird postcard! Help! I've got a problem (or several, maybe!) My hands have been dyed brown – I was getting the walnuts in and was really caught 'brown handed' – Oh dear, sorry about that!

Gotta go. I'm sure that when I next have some free time, I'll be writing to you AGAIN!! Be happy!
Ciao. Love, the ever present
Isabelle Rees, Grenoble

Day after day, Isabelle, Queen of the Exclamation Mark, fills our mailbag with a microcosmic view of her life. Does printing her letters help her? Or merely encourage the madness that lurks within her palpitating brain? Write in and air your views on our very own patron saint of enthusiastic punctuation.

"RECEIVED 'COMEDY' VOTES"

Dear AP,
Congrats on still being the best Amiga mag on the market, even if there isn't really much quality opposition. As a lifelong buyer, ever since issue zero, I've been impressed that in general you've kept the standard of the mag up... but the continual slagging of (takes deep breath and prepares to take evasive action) *KICK OFF 2* (desperately avoids volleys of abuse) is getting a bit much.

Kick Off 2 gets placed at No. 58 in the Reader's Top 100, and what happens? You single out the game as having received "comedy" votes in the past, and that this is the reason it's dropped down so many places. Couldn't it possibly be because so many games have come out in the last few years that some of them

AP SWEATSHIRT winner

"SUPPURATING WOUND ON YOUR ALREADY RANCID"

Dear Camomile Winstanley,
You underpant stain. You bacterium, you unpleasant smell, you being made entirely from dogs' snot. Allow me to elaborate.

Youngsters and rather sad 31-year-olds (for example) all over the country look up to you. *(Cam is 6'5" after all. A-ha ha. – Ed.)* To their friends who rant about Sega and Nintendo they say "Ha! We shall never desert the Amiga because – quite apart from anything else – it is the machine of choice of that Renaissance man, that dream made flesh, Camembert Winstanley." So, (ascending rhetorical inflection) how do you repay these people? (Dry, bitter laugh.) BY FEEDING THEM LIES AND LEADING THEM DOWN THE PATH TO DRIBBLING INSANITY. That's how.

I refer the court to AP43, page 81, the letter from 'Anon'. The poor reader begs guidance on the howling terror that is *Cannon Fodder* Mission 19. You, Camouflage Winstanley – for they are your very words – reward him with advice that sends him DOWN THE PATH TO DRIBBLING INSANITY. Follow the suggested instructions and all the remaining men will die. In ones and twos. Horribly. EVERY TIME.

Just because you, Camisole Winsomely, managed, by a combination of (a) massive luck, (b) a glitch in the program, and (c) the fact that you have sold your black and withered soul to Beelzebub, to once complete this mission does not mean you have the solution. 'Anon', who by this month is probably now a pitiful, hollow shell of a man, will lose all his soldiers, and so will all the people who follow the very same advice from AP38. Or your book. And the doubtlessly numerous other places you have collected another 30 pieces of silver for sending it. This, moreover, is not the only example of your giving advice as an agent of the Dark One. I enclose others, which should urgently be sent to Rich Pelley's Complete Control.

Doubtless, from your ruthlessly attained, Himmler-like position of Deputy Editor, you will be able to suppress this letter. I can only hope that Mr Davies is able to spot a Brutus when he sees one, or one of the humble but courageous AP staff can assure that self-serving censorship does not triumph. In fact, I'm sure the rest of the staff are already a pressure cooker of resentment at the huge amount of money you've already made from your *Cannon Fodder* tips/book/consultancy/range of casual wear/16 part TV series. Noticed those nods and glances they exchange, have you? The whispers? The way they stop talking when you walk into the office?

In conclusion – you must die. It's only fair. If the AP team does not bury you at the crossroads with a stake through your heart or, at the very least, give you a rather nasty Chinese Burn, I shall stop buying AP and switch to another mag. The torment that the resultant exposure to horrendous grammar will inflict upon me will be one more suppurating wound on your already rancid, maggot-ridden karma.
Thank you for your time,
Davy Jones from the Monkees, Wolverhampton
PS I can't possibly stop buying AP since I subscribe, but I pride myself that I'm not a man to shy away from making empty threats.

Cam says: Ulp.
The rest of us say: Come and work for us. This is by far the most entertaining letter we've read in ages. Maybe.

DO THE write thing

were bound to be better than *Kick Off 2*, and as such people didn't have it so high in their favourite games? It seems to me that a top 100 place for such an old game is quite an achievement, but no – you seem to take every opportunity to ridicule it, showing your impressive journalistic integrity. And all this because some people dared to suggest it is better than *Sensible Soccer*, a game I bought and didn't enjoy, but at least I can see why many people do, and therefore don't begrudge its number one position.

I hope you continue to get letters about *Kick Off 2* – it gives you a chance to show off your impartiality and unbiased views. Have fun with the derogatory response to this letter.

Yours, in anticipation of torrents of abuse and sarcasm,
Gary Morgan, London

Nonsense. The Readers' Top 100 is the Readers' All-Time Top 100, which makes Kick Off 2*'s release date irrelevant. Anyway, Paul likes it. So there. Um. Nobody likes you and your breath smells.*

"12 YEARS OLD AND UNABLE"

Dear Derry Wooten c/o AP41,
In AP41 you claimed that pirates are sad, well I have news for you, we pirates are great. Are you trying to tell me you have never had a pirated game in your life? I think not. You also said that pirates say games are crap. I have never met a pirate who says this as we do not pirate crap games eg *Cannon Fodder, Championship Manager, K240, The Settlers, Dune 2* and *Theme Park*. You also said pirates say that games are too expensive, this I agree with because as I am only 12 years old and unable to find a job. I find coming up with £25-£35 for a game a bit too much. If I did go about buying games I would only have about three or four to use on my computer and I wouldn't be able to swap them either as that is a form of piracy, but seeing as I pirate them I can have plenty more.
Yours sincerely Androgynous Pirate

Swapping is a form of piracy you say? So you think that two people who each buy a game and then swap them are somehow breaking the law? Truly you are this month's most incomprehensibly cretinous retard, although coming a close second...

"I HATE MONDAYS"

Dear AMIGA POWER,
'Natch.' I've found it. It was in Garfield – I Hate Mondays and is dated 8.7.81. This must surely be where it came from.
Yours AMIGA POWER-readingly, Stuart Hill, Derbyshire.

At last, somebody has spotted one of the millions of instances of the word 'natch' in the real world. Interestingly though, he's clearly no idea what it means. The hunt goes on.

"OOPS AGAIN YOU'RE ALWAYS"

Dear AMIGA POWER
I'm writing about "If Only I'd Listened To You" as I am a sinner:
JURASSIC PARK: I ignored your warnings and went along with what *("Currant bun" – Ed)* said. It's soooooo boring.
DARKMERE: Sorry. It's really not my fault, I trusted all the others. You were right again.
FRONTIER: Thankfully, I only borrowed it – no harm done. It was scarey though.
BIRDS OF PREY: Jerky, I know. Oops again. You're always right.
Yours sincerely,
Rupert Harvey, Soberton Heath.

If only you'd listened to us, eh Rupert?

"DEAR FRIEND DENNIS WILL PUT ME"

Dear Madam/Sir,
Recently you used our PD title *Suicide Machine*, and in the disk pages you stated some facts that I want to change. You stated that I was the author, but although it was donated by Dimensions, it was entirely made by Dennis van Konigsbruggen. I hope you will print this otherwise my dear friend Dennis will put me in one of his games and shoot me, leaving me dying in the ultra sun. I understand that you misunderstood me, as it was me who sent you the game, but I'm the games designer/trying to be manager and PR manager.
Yours thankfully,
Martijn Stam, Zandvoort

Tsk. Next time make sure that we get all the facts.

"25TH PEOPLE SHOULD REALISE THAT"

Dear AMIGA POWER,
How sad can you get? As sad as Ian West and Jonathan Eggleton sending AP a Christmas card in October? Now that's sad. Don't they realise that Christmas isn't until Dec 25th? People should realise that as of midnight on October 31st, they still have 55 days or 1320 hours or 79200 minutes to go. Plenty of time, methinks, to fit in Christmas shopping and send out Christmas cards, even allowing for our wonderful postal system.

Other sad things include the Christmas decorations appearing in Downham in early October, the Christmas tree going up in the Glades Shopping Centre, Santa's grotto (which is inside the tree) and all the little kiddies who get taken to see Santa in November and think that Christmas is only a week away.

Now I love Christmas as much as the next turkey – opening pressies, seeing all the members of the family that I haven't seen since last year and won't see again until the next one, and, of course, consuming vast amounts of mince pies, *("Tizer" – Ed), ("Vimto" – Ed), ("Iron Brew" – Ed)* – anything in fact with *("Fizzy bubbles" – Ed)* in it. BUT ONLY AT THE RIGHT TIME OF YEAR.

So here's to Christmas shopping on Christmas Eve and rest assured that the staff of AMIGA POWER will receive a festive greeting from me, but not until much nearer Christmas.
Yours unseasonally,
Francis Donlevy, Bromley
PS Bah, Humbug

Yeah, bah humbug indeed. Seeing as this is our January issue which comes out just before Christmas, and we're now writing it in November, it makes very little difference to us when you send us Christmas cards, as our grasp of time is shaky at best. September's fine, but so's April or August.

"SENSELESS AND TO THINK AMERICA"

To: AMIGA POWER
Mail*Link® SMTP Popeye
Apparently, Popeye the Sailor Man was dreamt up by the US government during WW2 to try and convince young kids that spinach was really tasty and good for them and guaranteed to give them a rich and fulfilling life. Likely one. Imagine the scene...

"Dad, I don't want to eat this spinach – it tastes like it's just passed through someone's digestive tract, and it makes me feel ill."

"Now now, junior. You know spinach is good for you. Spinach is your friend. All hail spinach. Popeye eats spinach, you know. Don't you want to grow up into an ugly sailor with a speech impediment who continually mutters to himself, and who gets married to some anorexic woman whose parents must REALLY have hated to call her Olive Oyl? Don't you want to have hideously disfigured forearms and have the ability to open tin cans with your pipe? Err, probably not, but eat it anyway, or I'll thrash you senseless."

And to think, America actually helped to win the second world war.
Ukukukukukukuk.
Mat

Mat's just one of nearly five (a whole five) CyberOtakuNetWarriors who have "surfed the net" instead of using the Royal Mail. Gosh. It's jolly exciting this Information Superbahn, isn't it?

AND ANOTHER THING...

For God's sake, stop the 'natch' meaning jokes – it's painfully obvious what it means. Even from the context you could at least guess. Surely?
Rory Sinclair, Morayshire

Well, we think so.

Dear AP
My hobby is writing short, anonymous letters.
Yours, Andrew Non

That's really quite clever because, you see, 'A Non' is practically the accepted abbreviation of 'anonymous'. And the letter's really short as well.

Another problem arises. What do I put in the aforesaid communication? I don't know. Bah. I could make a remark about the sound effect "Bah" sounding like a sheep. But that might be misinterpreted as being rude. By some. I suppose.
Richard Doidge, Solihull

Indeed it might.

If game prices are so high because of piracy, but CDs are pirate-proof, then why £30 for a CD game?
Ian Wickes, Farnborough

We don't know.

Dear AP,
The word 'natch' comes from the film The Distinguished Gentleman.
Yours knowingly,
Robert Turner, Liverpool

No it doesn't.

Dear AP,
I have just bought AP43 and the *Pinball Illusions* cover disk is great. But why does your mag say "Perhaps the worst music of the month. It's a kind of grunge heavy metal thrash and will probably destroy your will to live within seconds"?

I like heavy metal and... *(That's quite enough. – Ed)*
Chris Groves, Derby

We say it because it is true. Obviously.

Dear AP,
Natch obviously means naturally.
Natch.
Yours naturally
Duncan Wallace, Dundee

Wild cheering, thunderous applause, etc. Goodnight everybody.

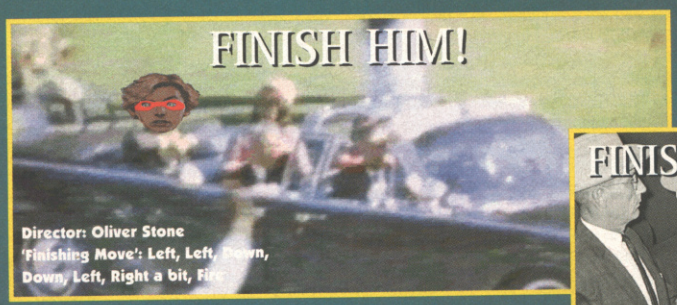
AND THAT ADDRESS,

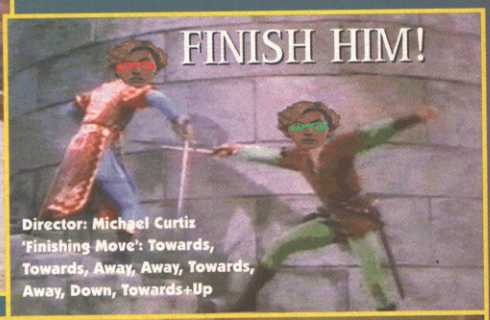
don't forget, is:
Do The Write Thing,
AMIGA POWER,
30 Monmouth Street,
Bath BA1 2BW.
Or 'comms' fans can contact us by email at:
ampower@futurenet.co.uk

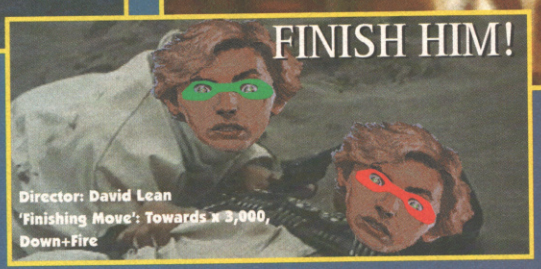
FINISH HIM!

The crossover between game and film continues apace, a magnet for the steely gaze of AMIGA POWER. The mighty beings eye contemptuously the cycle of games that are uninteresting being made into films that are uninteresting and vice versa, and destroy with fiery bolts the Hollywood-like merchandising of big-budget games wherein the game itself is of minimal importance after the toys and lunch boxes. But one film-related game phenomenon that did stay the hand of quasi-divine fury was the improbable but entirely true tale that Williams have hired film directors to compose 'death scenes' for the 'full-motion video' *Mortal Kombat 4*. "We had the idea during production of the original game," confessed Ed Bono, the *Mortal Kombat* programmer and Maltese lateral thinker. "But have had to wait for video compression algorithms to catch up."

In the fine tradition of investigative journalism, exhaustive research has uncovered Bono's design roughs, including details of the directors involved and the complicated 'finishing moves' assigned to their film units. With the aid of an unsuspected leafy lane off the InformationBeeRoad, we have secured the rushes of these 'finishing moves'. They clearly show a character new to the game; one we have named 'Boffo'.







Suspicious traffic police on the InformationTurnOffForChiswick terminated our link before we could complete the transfer, but the design roughs did describe what we'd missed. Of particular interest are the 'finishing moves' from Lewis Milestone (left, right, left, right, left, right, fire, down), Busby Berkeley (towards, away, towards, away+high kick) and Mike Hodges (towards, towards+attack with pointy spaceship). Not to mention Richard Donner's 'escape move' (towards, towards, up, up+away). And *("Michael Jackson's" – Ed)* 'Mirage friendship' (down x 93, low punch). *(Away, away, away. – Ed)*

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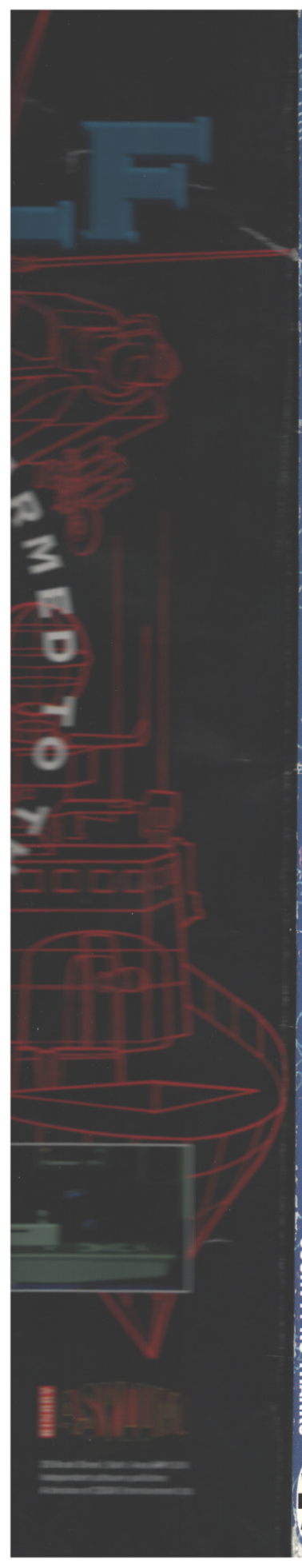

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